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GUIDE  
TO THE  
CRICKET GROUND  

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SELKIRK



GUIDE  
TO THE  
CRICKET GROUND.

BY  
GEORGE H. SELKIRK.



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268. c 48.

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TO

**Mr. E. M. Grace and W. G. Grace, Esq.,**

IN REMEMBRANCE

OF THE MANY OCCASIONS ON WHICH HE HAS WITNESSED

THAT BRILLIANT PLAY WHICH HAS SO JUSTLY

ENTITLED THEM TO

A FOREMOST RANK AMONG CRICKETERS OF ALL TIMES,

THIS WORK IS INSCRIBED BY

THE AUTHOR.



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# CRICKET.

## CHAPTER I.

### INTRODUCTION.

*p* THERE is a something in these annual contests which stirs up the memory of every old collegian or public school-boy, bringing back to him the days of his younger life, and sending the blood coursing through his veins with long-unaccustomed fire and energy as he recalls the victories—humble, albeit, they may have been—in which, when one of the alumni, he himself took a part. Talk of the *elixir vitæ*!—why, all its boasted power was as naught compared to the effect of the flood of pleasurable emotions that rushes through one's breast as one remembers the desperate exertions by which our crew were enabled to snatch the race out of the fire, and add yet another to the list of former triumphs. As we lay bent over the oar, that was almost slipping from our failing grasp, what a delirious frenzy of exultation welled up in the heart,

mingling with and overcoming the dead-beat feeling experienced, and impelling us, but for the physical impossibility, to jump up and lead the way in the triumphant huzzas that echoed up to the very heavens, conveying the joyful recognition of our success. Can those eventful times ever be forgotten, when, having to play a tremendously up-hill game, we get the opposite batsmen stuck up in a corner, and gradually creep in nearer and nearer, in our anxiety to bring off the match? But our captain—who does not remember him, cool, collected, and watchful?—orders us back again, and yet keeps us so well at it that at length, in sheer desperation, the fatal swipe comes, and down goes the wicket amid a perfect storm of applause. And that glorious moment—excelling all others—when the last man is in, and but one run required to make a tie! how narrowly every ball is watched, the heart almost at a standstill as it is being delivered—how every fielder makes an involuntary step forward as the bat descends, although each knows that in only one direction can the ball be hit—how every nerve tingles, or seems strung to extremest tension, as though another minute of the delicious agony would cause a total collapse—how indifferent to the spectators, as they stand up and cheer and cheer again, neither seen nor heard—and then, while some throw themselves down where they stood, prostrated by the exulting reaction, how enthusiastically the bowler is caught up by

the rest, and carried shoulder high to the tent, as, after over and over of patient calculation and dodging, he gets in a puzzling length and just carries off the bails, saving the match by one run! Cold indeed must be he who cannot conjure up scenes like these, and greatly to be pitied; for, of a verity, there is but one thing that beats the remembrance of such events, and that is—taking part in them.

Thus I wrote some years ago, in the *Western Daily Press*, with reference to the annual Oxford and Cambridge boat race and cricket match; and the words are as applicable now as they were at the time. The remembrances alluded to are among the most cherished memories of maturer years, and few will be inclined to deny the effect they produce. In order, therefore, that the youthful generation may participate in and enjoy these glorious contests, I have written the following hints as to the proper style in which to play the game of Cricket. I do not propose to enter upon a discussion of the great benefits derived from its practice: they are too well known to require it at my hands. But I cannot refrain from observing that, notwithstanding the immense spread of the game in late years, there are few indeed who have an opportunity of learning to play scientifically; and to do otherwise deprives the game of its greatest pleasure, whether to the actual player or to the mere spectator. Suppose two boys are present at

a grand match : one of them, although possibly a better 'scratch' player than the other, knows little or nothing of the theory ; his companion, on the contrary, having studied the science of the game, is well grounded in it ;—which of the two will derive the greater enjoyment from witnessing the skill displayed before them ? The latter undoubtedly, for he is able to follow the tactics of the opponents, to appreciate all the slight variations of attack and defence, and at the same time to lay by a stock of useful hints and ideas, which he will afterwards be enabled to test for himself, and in time excel as much in practice as he does in theory. But boys require guide-books suited to them, from which they can learn the rudiments of the game, and thereby qualify themselves for the study and appreciation of such works as 'The Cricket Field,' 'Felix on the Bat,' etc., which, although confessedly standard books on the subject, are somewhat too abstruse to be fully understood by novices. They, as I think, require to have the first principles thoroughly explained to them in a clear and familiar manner, without being called upon to puzzle themselves over the advanced science and the refinements of the game. The latter course tends, owing to their not understanding a great portion of what they read, to the contraction of false and erroneous ideas, productive of faulty play. And here I would especially caution beginners to take particular care in the commencement, and

strive to attain a good style from the first; as in few, if any, other games will an early fault so constantly and persistently baffle all attempts at eradication, and re-assert itself hereafter, to the utter destruction of all confidence, both on our own part and on that of others, in one's abilities. I well remember when I first commenced to play Cricket. I was about fourteen years of age, and for upwards of two years scrambled on somehow, educating my eye perhaps, but still playing entirely at random. Fortunately, however, I happened to see the 'Cricket Field,' and procured a copy. It was all new to me, and for weeks I pored over it—it was winter time—until I had almost learnt it by heart. When summer came I endeavoured to carry into practice what I had learnt by theory, and gradually, after many failures, began to understand what I read, and to follow it out. What was the consequence? In less than two years afterwards I was frequently complimented on the correct and pretty style of batting I had attained; and, what was more, it was seldom indeed I had the annoying 'duck's egg' attached to my name. I mention this to show that it is possible—though often doubted—to learn how to play from a book; and I think I may guarantee to my readers that if they study and practise, and completely master what I shall lay before them, they will not only have few faults in style to conquer as they grow older and become more ad-



vanced, but they will also derive great gratification from the thought, when success attends them, that they have deserved it by their perseverance and application.

#### HISTORY OF THE GAME.

Before commencing the instructions, however, I will give a brief outline of the history of the game, so far as it is known ; for it is right that we should be acquainted in some degree with the principal features associated with the rise and progress of everything in which we are interested. As regards the origin of Cricket it is involved in obscurity, and at the present day there seems little probability of that obscurity being cleared away. The subject has frequently been discussed, although, as is the case with many other controversies of a similar nature, it is of slight import whether it is ever settled or not. According to some of the disputants the game dates from so late a period as 1700, but there can be no doubt that this supposition is incorrect, as will be seen hereafter. Others carry the origin nearly a hundred years further back, while some assign to it a date even so remote as the thirteenth century, identifying it with the ancient game of club-ball. Strutt, in his 'Sports and Pastimes,' says, "In the Bodleian Library at Oxford is a MS. (No. 264), dated 1334, which represents a figure, a female, in the act of bowling

a ball to a man who elevates a straight bat to strike it; behind the bowler are several figures, male and female, waiting to stop or catch the ball, their attitudes grotesquely eager for a 'chance.'" A second engraving, also given by Strutt, is taken from a genealogical roll of the kings of England to the time of Henry III., and is therefore more ancient still than the first—it is in the Royal Library. In this one, however, the striker holds the ball in his hand, and the ball, says Strutt, "he either threw into the air and struck with his bat as it descended, or cast forcibly on the ground and beat it away when it rebounded." Dr. Jamieson, in his 'Dictionary,' published in 1722, thus mentions a game which he says was played in Angus and Lothian:—"This is a game for three players at least, who are furnished with clubs. They cut out two holes, each about a foot in diameter and seven inches in depth, and twenty-six feet apart: one man guards each hole with his club; these clubs are called 'dogs.' A piece of wood, about four inches long and one inch in diameter, called a 'cat,' is pitched by a third person from one hole towards the player at the other, who is to prevent the cat from getting into the hole. If it pitches in the hole the party who threw it takes his turn with the club. If the cat be struck the club-bearers change places, and each change of place counts one to the score, like club-ball." Here, I think, there can be little doubt we have our present games of rounders and

tip-cat (that terror of nervous old gentlemen when played by the *gamins* of the streets) ; and there can, I imagine, be equally as little doubt that they are identical with, and in fact the early forms of, single and double wicket—a ball being substituted for the ‘cat,’ being more easily hit to a distance, and thereby employing a greater number in the field, thus tending to increase the pleasure of a large party when met together. The hole in the turf would naturally give place to wickets, it being exceedingly difficult to bowl a round ball so that it shall remain in a hole : but it is a significant fact that before the year 1702 there was a large hole dug between the stumps, into which the wicket-keeper, in running out or stumping a batsman, had to place the ball. Taking these things, therefore, into consideration, we may reasonably suppose that Cricket is a modification of, and improvement on, these ancient games : when it first assumed its present name is a matter of very slight importance. I may nevertheless state that the word is not known to have been used before 1685.

Previous to the year 1702 the wickets or stumps were only two in number, and but twelve inches high, being separated by a distance of two feet. Across the tops of the stumps a stick was laid, and the only way in which the bowler could ‘bowl’ his opponent was by striking with the ball either one of the stumps or the long bail, thus causing the latter to fall to the ground. A large hole, referred

to above, was dug between the wickets underneath the bails, and if the wicket-keeper stumped or ran out the batsman he had, not to knock off the bail or level a stump, as at present, but to put the ball into this hole. In the year mentioned, on account of the manifest inconveniences resulting from the use of the old wickets, a change was introduced, by which the distance between the stumps was reduced to six inches, affording more chance to the bowler to hit them. About the same time also, many complaints having been made of the injuries caused to the wicket-keeper's hands by the bat coming in contact with them when a close stump or run-out was attempted, the hole was abolished, and the knocking-off of the bail established in its place. It was afterwards found that even with the reduced width of the wickets the ball very often passed between; in consequence a third stump was added. Nyren, an old player, thus describes the cause of this change:—"On the 22nd of May, 1775, a match was played in the Artillery Ground, between five of the Hambledon Club and five of All England, when a celebrated player named Small went in 'last man' for fourteen runs, and fetched them. Another equally good player, Lumpy by name, was bowler on the occasion; and it having been remarked that his balls, three several times, had passed between Small's stumps, it was considered to be a hard thing upon the bowler that his straightest balls should be thus sacrificed, and the number of

stumps was consequently increased to three, with which number the game has continued to be played ever since. Many amateurs were of opinion at the time that the alteration would tend to shorten the game; and subsequently the Hampshire gentlemen did me the honour of taking my opinion upon this point. I agreed with them that it was but doing justice to the bowlers; but I differed upon the question that it would shorten the game, because the striker, knowing the danger of missing one straight ball, with three instead of two stumps behind him, would redouble his care, while every loose, hard hitter would learn to stop, and play as safe a game as possible." Subsequent events have abundantly proved the truth of this opinion.

Meanwhile, but slight changes were made in the bat. The first accounts we possess of it represent it as "more like Hercules' club than like those of the present day, being wide at the bottom and tapering to the handle." This is the shape of the clubs used in the two engravings given by Strutt, thus further identifying the game of club-ball with cricket. We are afterwards told that the bat was of no definite size, and that it was 'curved lengthwise' at the back and 'volute shaped' in front—a shape well enough adapted for hitting, but rather difficult to block with. But when David Harris, the best bowler of his day, introduced the art of bowling 'length balls,' a straight-shaped bat was found necessary, and accordingly adopted. In

another great match, White of Reigate, determined to eclipse all his fellow-players, used a bat so wide as completely to cover the wickets, and prevent the bowler from seeing them. This, however, was at once put down, and the width of the bat was fixed at four and a quarter inches, at which it has since continued. Nyren says, "An iron frame of the statute width was constructed for and kept by the Hambledon Club, through which any bat of suspected dimensions was passed, and allowed or rejected accordingly." And the 'Cricket Field' relates:—"The players once discovered by measurement that it [Robinson's bat] was beyond the statute width, and would not pass through the standard, a frame kept for the purpose. So, unceremoniously, a knife was produced, and the bat reduced to its just rather than to its fair proportions. 'Well,' said Robinson, 'I'll pay you off for spoiling my bat:' and sure enough he did, hitting tremendously, and making one of his largest innings, which were often near a hundred runs." As the size of the wickets was altered, and more scientific bowling was introduced, the form of the bat also changed, and eventually it settled down into the shape it is at the present time.

The ball has not been materially changed from our first knowledge of it, except with respect to the greater excellence of the workmanship: no little matter however, for in olden times they were frequently, owing to the stitches giving way, etc.,

compelled to call for a new ball at the commencement of each innings. Hence the existing rule giving permission to either side to do so, although no one now-a-days would ever think of such a thing.

This state of affairs continued for some years, until at last, it being noticed that the ball often passed directly over or almost close past the stumps, the height of the latter was, in 1814, made twenty-six inches and the width eight inches: three years later, in 1817, the stumps were increased in height another inch, making them twenty-seven by eight, as they now remain, and the bail, which had formerly been one piece, was afterwards divided into two. Since that no further alteration has been made, although proposals have been made for further adding to the width of the wickets.

The laws of the game have necessarily been revised from time to time, to accommodate them to the various changes effected in the implements used. Beldham, another old player, says:—"The law for leg before wicket was not passed, or much wanted, till King, one of our best hitters, was shabby enough to put his leg in the way, and take advantage of the bowlers; and when Tom Taylor, another first-rate hitter, did the same, the bowlers found themselves beaten, and the law was passed to make leg before wicket out. The law against jerking was owing to the frightful pace Tom Walker put on, and I believe that he afterwards tried something more like the modern throwing-bowling, and

so caused the words against throwing also. Willes was not the inventor of that kind of round bowling, he only revived what was forgotten or new to the young folk." In 1817, when one inch was added to the height of the stumps, two inches were added to the width between the creases, as a sort of compensation to the batsman by enabling him to get more forward. At the present time the laws are considered to be under the authority of the Marylebone Cricket Club, London, whose decisions are almost universally agreed to and accepted in all parts of the world.

According to the accounts, Hambledon in Hampshire is supposed to have been the first cricket club established in the kingdom, the date when it was originated being given as at the commencement of the eighteenth century. The old ground of the club was situated at Broad-half-penny Down, about two miles north of the village; but this was afterwards abandoned, and Windmill Down, which is on the hill overlooking Hambledon, on the west side, was selected. For many years this club occupied a position at the very head of the cricketing world, and its members were long considered a match for the whole of England. Nyren, before spoken of, was one of the members. Kent, however, has the honour of figuring in the oldest score which has been preserved. The date of the match is 1746, and it shows the early proficiency attained by this county in the game, for



the contest was between Kent and All England. The latter made 40 and 70, and the former 53 and 58, with one wicket to fall. This is the first mention of the Artillery Ground, London, where the match was played, and we gather from this that Cricket was very early established in the metropolis. The White Conduit Fields were also used for playing on, for we find that in 1754 an All England match was played there. The club that made use of this ground was, as will be seen presently, the first origin of the renowned Marylebone Club, which now presides over the interests of the game. With regard to the Midland Counties they were not behind their southern friends in taking to the game. On the 26th of August, 1771, a match was contested between Sheffield and Nottingham at the latter town. It seems from the score that two innings each side were not sufficient, for the Sheffield men had a third; they had two wickets to fall, and, being only 60 runs ahead, they left the field. In the following year, however, on the 1st of June, the men of the hardware town gave their old opponents a thorough defeat; Sheffield scored 70 in their first innings, while Nottingham obtained only 14, and the latter gave in. This was played at Sheffield, so that each party won upon their own ground. Notwithstanding these early matches the Midland men took no prominent position as regarded the game, as we ascertain from the earliest copy of the laws which can be found.

In it is mentioned the fact that the laws were, on February 25, 1774, revised by a committee of noblemen and gentlemen of Kent, Hampshire, Surrey, Sussex, Middlesex, and London. It seems rather singular that these counties—so soon distinguished—should ever since, with some occasional variations, have occupied the highest position, and produced most of the finest players we have had. Of late years, it is true, Yorkshire, Nottinghamshire, Cambridgeshire, Lancashire, etc., have taken equal rank with them, but this is due to the gradual diffusion of the game, and to the extent to which it is played in the present day. Hambledon being situated close to Surrey, it was but natural that the players of this county should join with the club, and in fact the same men played either for Hampshire or Surrey as they wished. To these counties we are probably indebted for the origination of 'Colts' matches; in 1781 the Colts of Surrey *v.* the Colts of Hampshire was played. As respects the matches played before this date, they were all lost in the burning of the Pavilion at Lord's, where they had been deposited, and the principal scores now extant are later than 1786. It was in 1787 that 'Lord's' started. Thomas Lord, a Scotchman who had emigrated from his own country, became a bowler to the White Conduit Club, and, seeing that more grounds were wanted, he rented a field where Dorset Square now is, which was soon well patronised, and called after the name

overpowered the bowling. Shortly after Mr. Willes revived the rejected style; it was taken up by Broadbridge and Lillywhite, of Sussex, and after much discussion and opposition round-arm was allowed, and is now the recognised style. Previous to this wides were not counted in the score, but in 1827 they were allowed against the bowler. During all this time the game had been spreading over the whole country, and numberless were the clubs that were established. Among others was the celebrated Zingari, or Wanderers. It was formed in July, 1845, for the purpose of supplying amateur elevens which would be ready—at a moment's notice, it might be—to shoulder their bats and pads, and betake themselves to the nearest or to the remotest parts of the three kingdoms, to do battle against all comers. One of the principal rules of the Zingari is—"That the entrance be nothing, and the annual subscription do not exceed the entrance;" and another is that no professionals, unless as umpires, are allowed to take part in their matches. Many other clubs of a similar kind have been formed, such as the Harlequins, Quidnuncs, Free Foresters, etc., etc., but I Zingari still remain at their head, and long may they continue there! The present slight sketch of the history of the game would be incomplete were I not to mention a state of things which happily prevails no longer. For many long years the Cricket field was attended by regular betting men, and, not content with the fair chances of the game, they

bribed the players to lose. The result was that Cricket was getting into a sad state, and had the evil continued the game would have sunk low indeed. But a reaction took place, and for some years past betting upon Cricket as a matter of business has entirely ceased. One good result of this is that the professional players of our day are, as a class, as honourable and highminded as any other in the kingdom. The prize now-a-days is simply the honour of winning. Would that the same could be said of all our sports.

## CHAPTER II.

### DEFINITIONS OF TERMS.

IT is somewhat singular that the Cricket books already published—fully as they enter into other particulars—contain no definitions of the technical terms made use of in the game. The authors appear to have supposed that the young players they address have the advantage of being acquainted with some one well up in the matter, of whom they can enquire the meaning of any obscure word or phrase with which they may meet. But in the great majority of instances this is not the case, and the pupil, deprived, so to say, of the personal teaching of a master, stumbles on in long-continued perplexity. To remedy this want in the guide-books is the object with which I have written the following definitions. I have endeavoured to make them as simple, clear, and accurate as possible; and if there should be any deficiency, whether of explanation or correctness—and I cannot but fear there will be—I can only throw myself upon my readers' indulgence, and plead as an excuse the difficulty of expressing tersely and clearly that which has previously been unwritten.

*Across.*—Playing across—also termed cross-play—is hitting a ball bowled to one side of the wickets so that on rebounding from the bat it flies to the opposite side. Taking up the bat across the wickets is lifting it, when preparing to receive the ball, out of the perpendicular line sideways.

*Average.*—The total results of a man's batting or bowling throughout the season, divided by the number of innings he has played.

*Backing-up.*—Applied to the batsman means following towards the opposite wicket for a short distance, after the ball is bowled from his own end, so as to make a run on the slightest chance. Applied to the field it means getting behind the wicket-keeper or bowler in readiness to stop the ball if he should miss it when thrown in after a hit, so as to prevent an overthrow.

*Back Play.*—Getting closer to the stumps before playing the ball, in order to obtain as long a sight as possible of the latter after it touches the ground.

*Bails.*—The small cross-pieces of wood placed on the tops of the stumps, the falling off of which denotes that the latter have been struck by the ball or the bat or person of the striker.

*Bailer.*—A ball which rises from the ground so that if not stopped by the batsman it will strike the top of the stumps, just taking off the bails.

*Ball Dead.*—When a ball is out of play (as explained subsequently in the Rules) it is said to be dead.

*Bat*.—The instrument used by the striker to defend his wickets and to hit the ball away. The parts of the bat are the handle, the blade, and the shoulder, the last mentioned being the top of the blade, where the handle fits into it.

*Batsman*.—The player whose duty it is to defend the wickets against the attacks of the bowler. Called also the striker.

*Beat*.—The striker is said to be beat when he receives a ball so good that he is unable to play it properly and without a mistake.

*Block*.—To stop the ball without forcibly striking it away. As a noun it signifies the mark made by the batsman to show him where the proper guard is.

*Bounds*.—Marks used in single wicket to determine certain points in the game.

*Bowled*.—When the batsman is unable to stop the ball, and it strikes the wickets, he is bowled. In scoring, the letter 'b' is used to signify this. The word is frequently employed in commendation of the bowling, 'bowled' being an elliptical form of 'well bowled.' 'Played,' in like manner, and 'fielded,' 'hit,' etc., express approbation of the actions to which they are respectively applied.

*Bowler*.—The player who endeavours to strike down the wickets with the ball despite the defence of the batsman.

*Bowling Crease*.—A mark placed in a line with the stumps, and beyond which the bowler must not

approach the opposite wicket while delivering the ball.

*Break-back.*—A ball which, after pitching, turns suddenly from the left towards the right is said to break back.

*Butter Fingers.*—A term of derision applied to a man who misses an easy catch.

*Byes.*—Runs that are made after the ball passes the wicket without being touched by the bat. In the score of an innings the byes, signified by 'b,' are placed beneath the names of the batsmen.

*Captain.*—One of a side appointed to manage the team while playing, his principal duties being to settle the order of going in to bat, and the position to be taken by each man in the field.

*Carried his Bat out.*—The player who is 'not out' at the termination of the innings is said to have carried his bat out.

*Carried his Bat through.*—If the player carrying his bat out was one of the two who first went in, he is said to have carried his bat through.

*Catapult.*—A machine introduced by Mr. Felix, the celebrated player, to deliver the ball at the wickets; in practice obviating the necessity of having a skilled bowler. It is a modification of the instrument of warfare of the same name which was used by the ancient Greeks and Romans.

*Catch.*—If the ball, after being struck by the batsman, is held by one of the field before it reaches the ground it is a catch, and the striker is out.



*Caught.*—When a catch is made the striker is said to be caught. This is shown by the letter 'c' in scoring.

*Change Bowler.*—One of the field who is considered scarcely good enough to commence the bowling, but who takes the place of either of the bowlers if the latter fall off in efficiency or a long stand is made by the batsmen.

*Collared.*—The bowling is said to be collared when two batsmen make a large score between them, and all the changes of bowling are of no effect in causing a separation—in other words, when the batting is for the time being quite superior to the bowling.

*Colt.*—A young player whose ability to do battle for the 'county eleven' is being tested.

*Command of the Ball.*—When a bowler is able to pitch the ball where he pleases, and at any variation of pace or curve, he is said to have command of the ball.

*Cover Hit.*—When the ball is struck nearly at right angles to the line between the wickets, and on the bowler's left side of the field. This hit is made from balls that are pitched nearly up to the batsman.

*Cover Point.*—Stands on the bowler's left side of the wickets, in a line with the striker's stumps, and about sixteen or eighteen yards off.

*Curl.*—When the ball is hit towards certain parts of the field—towards cover-point, leg, or long-

slip—it assumes a curling direction after touching the ground, which renders it somewhat difficult to be fielded cleanly.

*Cut.*—A hit on the off side, towards the bowler's left hand side of the wickets. The cut proper sends the ball behind the striker's stumps, and the cut forward sends it in front of them.

*Dead Block.*—Blocking a ball so that it falls to the ground beneath the bat, and remains there.

*Deep Cover, etc.*—When twenty-two are in the field the men that stand far out are designated by the names of the positions of the men they support, with the word 'deep' prefixed.

*Deeper.*—When a fieldsman goes further from the wicket he stands deeper.

*Defence.*—Ability to guard the wickets, as 'he has a good defence,' meaning, it is difficult to get him out.

*Delivered.*—When the ball is bowled it is spoken of as being delivered.

*Delivery.*—The act, and also the style, of bowling the ball.

*Double Wicket.*—When there is a batsman at each wicket; opposite to single wicket.

*Draw.*—A mode of playing a ball pitched straight for the stump nearest the batsman so that it shall go off safely between his legs and the wicket.

*Drive.*—The part of the bat with which if the ball be struck the greatest effect is produced with

the least jar to the hands. Generally about five or six inches from the bottom of the bat. Also applied to a hard hit forward.

*Driven Back.*—When the ball is hit back forcibly to the bowler. Also, when the batsman receives a ball which compels him to play so far back that he is in danger of knocking down his wicket while doing so, he is said to have been driven back.

*Driving.*—Hitting the ball hard forward.

*Dropping Ball.*—A ball descending to the ground with a great curve.

*Duck's Egg.*—When a batsman makes 0 in an innings. If he makes one run he has 'broken his duck's egg;' and if he makes 0 in each innings he is said to have made a 'pair of spectacles.'

*Eleven.*—The number of men who generally play on each side. There are sometimes played a 'twelve,' a 'thirteen,' a 'fourteen,' a 'sixteen,' an 'eighteen,' a 'twenty-two,' etc.—in fact, whatever the number playing on one side that number is usually applied as the name of the side.

*Extra Cover.*—When the batsman hits much to cover-point an extra man is placed near to aid in fielding the balls.

*Extras.*—Byes, leg-byes, wides, and no balls are called extras, not being obtained through the skill of the batsmen, but owing to the bad play of the bowlers or field.

*Field.*—The whole of the fielders, collectively, are termed 'the field.' Thus, when a man hits the

ball beyond those who are fielding at a distance from the wickets he is said to have got it past the field.

*Follow their Innings.*—When the side that went to the wickets second do not, in their first innings, reach the score of their adversaries by eighty runs in a two or more days' match, or by sixty in a one day's match, they follow their innings, that is, go in for their second innings before their opponents.

*Form.*—The style in which a man bats, bowls, or fields is called his form. If he does it well he is in good form, and *vice versa*.

*Forward Play.*—Advancing the bat to meet the ball near where it touches the ground.

*Getting-up.*—The ball is said to get up when, either from the spin or the roughness of the ground, it rises higher than usual after touching the ground.

*Gloves.*—Used to protect the hands when batting or wicket-keeping; those used in the latter case are called gauntlets.

*Ground.*—The place selected for play. It also means the space between the popping crease and the bowling crease, if the batsman venture out of which, towards the opposite wicket, he is liable to be stumped or run out.

*Guard.*—Taking guard is holding the bat sideways to the umpire at the bowler's wicket, perfectly upright and with the bottom of the blade on the ground, so that the bat conceals the middle stump from the view of the umpire. This is necessary as

a guide to the batsman as to whether the ball is pitched straight to the wickets or not, and also that he may judge whether he is standing in front of his own wicket. The proper position of 'guard' being ascertained, at a distance of about three feet six or seven inches before the stumps—five or six inches inside the popping crease—a slight mark is made where the bat rested on the ground, to avoid the necessity of taking guard frequently.

*Half Volley.*—This is a ball pitched nearly up to the batsman, which he can easily reach forward and hit hard as it rises from the ground.

*Hanging Guard.*—A term applied to keeping the bat perfectly still as a rising ball reaches it—allowing the ball to hit the bat instead of the reverse.

*Head Bowling.*—The bowler trying every available variation of pitch, pace, and style—also continually repeating a kind of bowling which is likely to give a chance. The phrase is applied where the bowler carefully studies the style of his opponent at the wickets, and endeavours to deceive or entice him into bad play, instead of bowling mechanically at the wickets, trusting almost to sheer luck for success.

*Hit.*—When the ball is struck forcibly by the bat, and driven away.

*Hitting Under.*—Getting the bat under the ball as the hit is made, and consequently giving the chance of a catch by the ball being hit up into the air.

*Hit Wicket.*—When the bails are struck off by the bat or person of the batsman while playing at the ball, but not while making a run. It is specified in the score by the use of the letters 'h w' after the batsman's name.

*Innings.*—The side at the wickets at any time have their 'innings'—shortly, are 'in'; the fielders at the time are 'out.'

*Kicks-in.*—When a ball is not pitched straight to the wickets, but, owing to the twist on it, turns in and would strike the stumps if not stopped by the batsman, it is said to 'kick-in.'

*Killed.*—The bowling is killed when the batting has obtained a thorough mastery over it.

*Last Man.*—The player who goes to the wickets last on his side. When he does so it is said that 'the last man is in.'

*Leg before Wicket.*—When the batsman stops with any part of his person—except his hands—a ball which was pitched straight, and in the opinion of the umpire would have hit the stumps, he is out 'leg before wicket.' The contraction used on the score sheet to show this is 'l b w.'

*Leg Byes.*—Byes made when the ball is diverted from its course by striking some part of the batsman's person except the hands. They are marked on the score below the byes proper, but as 'lb,' to show that they were not obtained through the negligence or bad play of the long-stop.

*Leg Guards.*—Pads for the legs used by the

batsmen and wicket-keeper to protect their legs from the ball when bowled fast.

*Leg Stump.*—The stump nearest the side at which a right handed batsman stands at the wickets in readiness to play.

*Length Ball.*—A ball pitched on the spot from which—according to the extent of reach of the batsman—it is likely to rise just over the shoulder of the bat when he plays forward at it, and to take the wicket. It is between a long hop and a half volley, and is the most difficult ball to play, as the slightest mistake in meeting it would be fatal.

*Lobs.*—Balls delivered ‘underhand,’ at a slow pace and with a high curve.

*Long Field Off.*—The fielder who stands far out behind the bowler, and on his left hand, or ‘off’ side. With twenty-two in the field there are generally two men near this place, known as long field off No. 1, and long field off No. 2.

*Long Field On.*—The corresponding fielder to long field off, but at the bowler’s right hand, or ‘on’ side.

*Long Hop.*—A short pitched ball, grounding some distance in front of and going with a long hop to the batsman, who thereby has a lengthened sight of it after it rises and before it reaches him.

*Long Leg.*—The player who stands deep on the ‘on’ side, behind the striker.

*Long Slip.*—Stands on the ‘off’ side, nearly on a line with the long-stop, but a few yards to his right.

*Long Stop.*—Stands some distance behind the wicket-keeper, in a line with the two wickets. It is his duty to stop the ball when it passes the batsman, the stumps, and the wicket-keeper, and to return it to the latter in time to prevent a bye being run.

*Loose.*—A term applied to bad, careless play, as 'loose bowling,' 'loose hitting,' 'loose fielding.'

*Lost his Wicket.*—When the striker is out, by whatever means.

*Lost Ball.*—When the ball cannot be found after a hit, from whatever cause, "lost ball" is called, and six runs are allowed to the batsman in double, but only three in single, wicket. This, as a matter of course, rarely occurs in a regular ground.

*Maiden Over.*—When no runs have been obtained by the batsmen from an over it is called a 'maiden.'

*Match.*—A game previously arranged, in which clubs or particular sides are pitted against each other.

*Medium Pace.*—Bowling that is between fast and slow.

*Middle Stump.*—The centre stump of the three at each wicket.

*Mid Wicket.*—Stands on the 'off' side, a few yards in front and to the left of the bowler. Occasionally a man is placed in a similar position on the 'on' side, when he is called 'mid-wicket on.'

*Muffed.*—When a catch is missed or a hit fielded



in a slovenly manner it is said to have been 'muffed.'

*No Ball.*—A ball that is unfairly bowled.

*Not Out.*—In double wicket there must necessarily be one batsman left when all the other wickets on the side have fallen. He is not allowed to finish his innings as in single wicket, but is styled 'not out,' and a fresh innings—if the game be not decided—is commenced by the side entitled to go in next.

*Off.*—The off side is the left of the bowler, and consequently the right of the batsman as he faces him.

*Off his Feet.*—When the batsman plays a ball unsteadily he is said to be 'off his feet.'

*Off Stump.*—The stump furthest away from a right handed batsman as he stands at the wickets to receive the ball.

*On.*—The on side is the right of the bowler and the left of the batsman.

*On the Wicket.*—Straight bowling, which if not stopped by the batsman would strike the stumps, is 'on the wicket.'

*Out.*—When a man's innings is terminated by his being bowled, or caught, etc., he is 'out.' When all the field are in their places they are 'out.'

*Outside the Wicket.*—When the bowler delivers the ball with the wicket at his left side.

*Over.*—The four, five, or six balls—as mutually arranged—that are delivered at one end before the bowling is taken up at the opposite wicket.

*Over Pitched.*—When the ball is delivered by the bowler so that it first grounds nearer to the batsman than a length ball, it is 'over-pitched.'

*Over the Wicket.*—When a round-arm bowler delivers the ball with the wicket on his right hand, so that his arm, in the action of delivery, passes above the stumps, he bowls 'over the wicket.'

*Overthrow.*—When the ball is returned by one of the field to the wicket-keeper or bowler, and is not stopped, so that the batsmen make one or more runs additional before it finally reaches one of the two fielders mentioned, it is termed an 'overthrow.'

*Pads.*—Leg guards and protectors for the abdomen.

*Picked-up.*—When the ball is stopped by a fielder and returned to the wickets it is 'picked up.' Also applied to the batsman hitting a ball off the ground.

*Pitch.*—The spot where the ball grounds after leaving the bowler's hand.

*Play.*—A word used by the umpire at the commencement of each innings, and after a cessation, to denote that the game is begun or recommenced.

*Playing Over.*—When a batsman plays a rising ball with his left elbow well up, and prevents it going into the air off his bat, he is said to have 'played well over it.'

*Point.*—Stands on the 'off' side, a few yards from the striker's wicket and slightly in front of it.

*Poking.*—A style of pushing the bat forward

against the ball, without making a forcible hit or drive.

*Popping Crease.*—A mark placed in a parallel line with the bowling crease, four feet in front of it, to show when the batsman is in or out of his ground.

*Practice.*—Playing for improvement, or to keep up the already acquired skill, as opposed to match playing.

*Reach.*—The extent of a man's reach is the distance up to which, without leaving his ground, he can play his bat forward, so that every ball that is pitched within two or three feet of it will be either blocked or driven away.

*Return.*—Sending the ball back to the wicket-keeper or bowler after it has been hit.

*Return Crease.*—Two marks placed at right angles to the bowling crease, one at each end of it, to prevent the bowler delivering the ball at such a distance from the stumps as to make a proper guard of no use.

*Return Match.*—A second match played between two sides.

*Rising Ball.*—A ball that rises from the ground after pitching.

*Round Arm.*—A style of bowling in which the arm of the bowler, in the action of delivery, describes a portion of a circle at about right angles to his body, the hand being on a level with the shoulder.

*Run.*—Every time the batsmen change wickets after a hit or a bye a run is made, and one added to the score.

*Run Out.*—When the wicket is knocked down by the ball after leaving the hand of one of the fielders, before the batsman, in attempting to make a run, reaches his ground, the latter is 'run out.'

*Saving the Run.*—Stopping and returning the ball so quickly that the batsmen dare not attempt a run for fear of being run out.

*Score.*—The number of runs obtained by an individual batsman is his 'score'; the number obtained by the whole side is the 'score' of the innings.

*Scratch Match.*—A match got up on the spur of the moment, as opposed to a regular match, which is arranged beforehand. So, a 'scratch eleven' is an eleven got together *impromptu*.

*Screw.*—A twist put upon the ball by the bowler to make it vary in pace or direction after the pitch.

*Sharp.*—To stand more sharp is to get further away from the right angle formed by the positions of the bowler, striker, and fielder. Thus a fielder in front of the striker stands more sharp by approaching the bowler—behind the wickets by approaching the long stop: the same relative distance from the striker should be preserved unless otherwise directed.

*Shooters.*—Balls that do not rise from the pitch, but shoot quickly along the ground.

*Short Leg.*—When leg stands nearer the wickets than usual, or if a man is placed nearer, he is called 'short leg.' When twenty-two are fielding there are also 'short leg short' and 'short leg square.'

*Short Pitched.*—A ball which grounds nearer the bowler than a length ball is 'short-pitched.' These terms, over-pitched, short-pitched, and length, are of course used comparatively, as they depend entirely upon the extent of a batsman's reach; what would be a length ball to one man would be over-pitched to another who could reach further.

*Short Run.*—If either of the batsmen in running fails to ground either his bat or his feet over the popping-crease before starting again, the second run, if made, is not allowed to be scored. This is called a 'short run.'

*Short Slip.*—Stands a little distance behind the striker's wicket, on the 'off' side.

*Sides.*—The parties opposed to each other are respectively termed 'sides.'

*Single Wicket.*—When there is only one batsman at the wicket. This game is played when there are too few present for double wicket, which requires a greater number of men in the field.

*Skyer.*—A ball hit by the batsman high into the air.

*Slobbering.*—When a fielder, in stopping a ball, does not get it cleanly and at once into his hands so as to return it immediately, he 'slobbers' it, and possibly gives an opportunity to make a run.

*Slows.*—A term applied to slow bowling.

*Sneaks* or *Grounders.*—Balls very much short-pitched, and which touch the ground more than once before reaching the batsman.

*Snick.*—A shooter to the off stump, played amongst the slips.

*Spikes.*—Sharp steel pegs fastened to the soles of the shoes or boots to prevent slipping on the turf, and to give the feet a good purchase in running, stopping, turning, etc.

*Spin.*—The effect of a rotatory action imparted to the ball by the bowler, to make it shoot forward, rise abruptly, or vary in its direction after pitching.

*Spliced.*—When a bat has had a new handle put to it it has been ‘spliced.’

*Spooning.*—Blocking a ball so that it rises off the bat into the air, and gives the chance of a catch.

*Sprung.*—Bats are frequently slightly damaged at the junction of the blade and handle, so that, although apparently sound, there is no elasticity in them when used for hitting. They are then ‘sprung,’ and are of no further use until spliced. If the bat be taken hold of by the extremity of the blade, and the top of the handle be lightly tapped against the ground, a sprung bat has a peculiar sound which can scarcely be mistaken; a similar sound is heard when the ball is hit with one of them.

*Square.*—To go more square is to approach

nearer to a right angle between the bowler, striker, and fielder.

*Square Leg.*—Stands square with the striker's wicket, on the 'on' side, forming the right angle just spoken of, and near or deep as may be desired.

*Stepping-in.*—The batsman advancing out of his ground to meet the ball instead of waiting for it to reach him.

*Straight Play.*—Meeting the ball with the full face of the bat, the latter being also quite perpendicular to the ground.

*Stuck-up.*—When the batsmen are so pounded by the bowling and fielding that they cannot make a run, they are 'stuck up.'

*Stumped.*—When the batsman, in playing at the ball, gets out of his ground, and before he can get back the wicket-keeper, ball in hand, knocks off the bails, the first mentioned is 'stumped,' and loses his wicket. Contracted into 'st.'

*Stumps.*—The wickets.

*Substitute.*—A man who, not otherwise engaged in the match, temporarily takes the place of one of either side, whether in batting or fielding.

*Swiping.*—Hitting at the ball blindly and by chance, trusting to luck instead of good play.

*Telegraph.*—The apparatus employed to show to the field and the spectators the state of the score of the side that is in. It is a stand, in grooves of which are placed the figures of the total score, the score of the last player that was out, and the number of wickets down.

*Throw.*—An unfair ball. The rules specify what are fair or otherwise.

*Third Man.*—An extra fielder placed in the slips when a batsman frequently hits there.

*Tice Ball.*—A ball pitched up further than the half-volley—grounding nearly on the popping crease.

*Timing.*—Hitting the ball with an accurate discrimination of its pace as delivered by the bowler and as rising from the pitch. This is vitally necessary for clean hitting.

*Tongued.*—When there is a thin piece of different wood, or of whalebone, let down the middle of the handle of the bat. The object is to give more flexibility or springiness, causing the ball, when hit, to fly off the bat with greater speed.

*Tip and Run.*—A game in which the batsmen must run whenever the ball is touched by the bat. It is greatly destructive of all safe play, and its adoption should therefore be most strenuously opposed.

*Took the Wicket.*—Bowled out the striker.

*Toss.*—A ball that does not ground after it leaves the bowler's hand until after it passes the striker's wicket. Often called a full pitch.

*Too Leg.*—In giving 'guard' too leg means that the bat is too near the leg stump, and must be shifted out a little to cover the middle stump. 'Too off' means, of course, too near the off stump.

*Touched the Ball.*—That is, the batsman, whether from politeness or not, touched or took up the ball



while it was in play, without being requested to do so by the opposite party, and is given out for so doing.

*Trial Ball.*—Usually allowed, out of courtesy, to a fresh bowler when put on. It must not, however, be bowled from wicket to wicket, but a few yards at one side of them.

*Twist.*—The turn a ball makes to either side, on rising from the pitch, in consequence of the spin put on it by the bowler.

*Umpires.*—The parties appointed to decide the points of the game. Their decision should in every case, whether right or wrong, be strictly obeyed, or there will be no pleasure in the game.

*Underhand.*—The style of bowling in which the arm of the bowler describes a circle perpendicular to the ground, the hand nearly grazing the knee in the action of delivery.

*Upright Play.*—Straight play, with a full bat.

*Wickets.*—The stumps as arranged for the game.

*Wicket Keeper.*—The fielder who stands immediately behind the striker's wicket.

*Wides.*—Balls that are bowled beyond the reach of the striker.

*Work.*—A ball that twists after pitching is said to 'work' in or off as it turns either towards or from the wicket.

*Wrist Play.*—Aiding the force of a hit or block by using the motion of the wrist to increase the momentum of the bat as it meets the ball.

## CHAPTER III.

### THE BAT.

THE full length of a bat must not be over thirty-eight inches, and the greatest width not more than four and a quarter inches. These restrictions were found necessary, as previously mentioned, to afford the bowler a chance of seeing the wickets, which might otherwise, were the size of the bat limited only by the choice of the batsman, be completely hidden from him. Of the thirty-eight inches in length, twenty-five are generally allowed for the blade, and the remaining thirteen for the handle. This proportion has been found in practice to be the best adapted for all purposes, whether for strength of hitting, quickness of play, or ease to the arms. The shoulder of the bat, where the handle fits into the blade, is generally made slightly less wide—almost inappreciably so—than the bottom of the blade, but this is not invariably the case; the front of the bat is smooth and curves slightly from the middle to the sides, but at the back it is more rounded; the off side of the bottom of the blade is cut with a sharp corner, but the near side is rounded off: this is supposed to prevent

the ball sometimes rising when blocked. A bat should never be chosen for its attractive appearance outwardly. Care should be taken that the thickness of the blade increases from the shoulder to within an inch or two of the bottom, where it should be not less than one inch thick; this gradual thickening must be apparent only at the back, never in the front. By means of this a good balance is obtained, and also great driving power, without having a heavy mass of wood. It is evident that the extremity of the bat, when a hit is made, moves quicker and in a larger circle than any other part, and, therefore, if the ball were hit with the bottom of the bat it would be driven further. It is found, however, that when this hit is made the jar to the hands and wrists is so great that if often repeated it would be unbearable. It is also found that when the ball is struck about five inches from the bottom of the blade this jar is not perceptible. For this reason the ball is always endeavoured to be hit with this part of the bat, which is called the 'drive.' Now, if this 'drive' be not sufficiently weighty there will be little force in the hit, and consequently the ball will not be sent far. The bat must therefore be heavy enough to ensure the forcible hit. But there is yet another consideration as to this matter. A great deal of the finest play depends on 'wrist work,' and to this must the weight of the bat be proportioned, for any weight that would overtask the wrists would be worse than useless.

It is accordingly found, taking all these things into account, that the best weight of a bat for a man of moderate strength is a little over two pounds, not more than 2lbs. 2oz., and inclining rather to lightness than to heaviness. And even this weight must be well balanced, or the use of the bat will be fatiguing. For boys, as a matter of course, the weight must be still more reduced. The only thing necessary to be guarded against in this direction is that the bat shall not be so light that the batsman gets it forward too soon, hitting under the ball and giving a catch. A most important point also is the handle: if this be too thick or too thin the hands will become cramped with holding it, and the hit will have no crispness; it should be able to be grasped comfortably, as this is important in ensuring ease and certainty in batting. There are different kinds of bats, which are distinguished according as the handle is made. They are known as cane handled, whalebone handled, or plain bats; the two former have respectively one or more pieces or 'tongues' of cane or whalebone running the whole length of the handle and into the shoulder; this gives a greater 'spring' to the bat, and in consequence the hit is more forcible. But a plain bat is all that is necessary for a young player. With one of these he will be able to do quite as much as with one of the very best, and the latter may well be left to the county player, who is sufficiently versed in the game to make even the smallest

improvement of service to him. I do not recommend that a very common bat should be obtained. This would be a mistake, for no one can learn anything well with bad appliances ; but a bat that will cost about 10s. is as good for all practical purposes as any that can be made, leaving out of question the niceties of batting. It frequently happens that the handle of a bat is 'sprung' or broken. When this is the case a new handle can be inserted at a moderate cost, and the 'spliced bat' will be quite as good as before—indeed, many players have their bats spliced at first, thinking it a great improvement. During winter the bat should be kept well oiled, otherwise it would be liable to split and peel when next used.

#### THE BALL.

According to the laws the ball must be at least nine inches in circumference and not more than nine inches and a quarter, and in weight it must be not less than five and a quarter ounces or more than five and three quarters. These proportions, however, are varied, as are the sizes of the bats, wickets, etc., when required by young players. There is a great variety of balls at the present day, the best being the match balls of four or three seams ; the price of these is 7s. 6d. each. For practice, however, a double-seam ball, price 6s., is quite good enough.

## THE STUMPS.

These must be of sufficient length to allow of twenty-seven inches being above the ground when the wickets are pitched, and the thickness must be enough to prevent the ball from passing through without touching the stumps so forcibly as to knock off a bail. As long as the stumps are according to law their value is of little importance—hence a common set do as well as a high-priced one, and an accidental break is of less consequence.

## THE DRESS.

This is an important point for consideration. It is undeniable that schoolboys generally do not evince much consideration for the preservation of their clothes, and hence parents might argue that by playing cricket in their ordinary attire they can do little extra harm. But this is only partially true. In cricket, and more especially when the body becomes warm, and the clothes, being damp, evince a decided preference to stick to the skin, many are the dire accidents that occur, to which flannel, had it been used instead of cloth, would not have been liable. Then again, a suit of flannel is by no means so expensive as ordinary clothing, and it wears at the least as well. Besides, it is a great preservative against taking cold when unduly heated, and this consideration alone ought to give it the preference. It is not necessary that the

expense of a flannel jacket should be gone to, but I hope the day is not far distant when every one of our youth will be dressed in flannel shirt and trousers, both on the ground of economy and health. The colour is not of much consequence, although the plainer the better—plain white always looks the neatest. The cap should also be altogether white, or at least not of a colour glaringly out of harmony with that of the shirt. Belts are now out of fashion, the trousers being fastened by a waistband which may be drawn tight or loosened at the back at pleasure. Braces must be carefully eschewed, for they serve but to impede all freedom of motion, and therefore destroy the vital principle of playing Cricket well. With regard to the Cricket shoes I would not recommend that they should be got for a boy. He grows so fast that long before the first pair were worn out he would require another, and they cannot be transmitted to a younger brother unless the shape of the foot is the same; for a more uncomfortable thing than a badly fitting shoe, and particularly when tried in the more violent exertions of Cricket, can scarcely be imagined. Plenty of rough nails in the ordinary boots or shoes will to a great extent supply the want of spikes, and are very much cheaper—a point of some importance in these days. A cotton handkerchief should be carried to tie round the neck when heated with running or when fielding against a breeze.

## BATTING GLOVES.

With the fast bowling of the present day batting gloves are almost indispensable if it is desired to avoid frequent and serious injury to the hands. Even with slow bowling, when there is much spin upon it, the ball will grind the fingers against the handle of the bat with such force as to cause a discoloration, and with fast bowling broken joints are by no means uncommon when the gloves are not used. The objection to gloves, that they detracted from the firmness of the grasp of the bat, is now obviated, as the palms are cut quite away, leaving only that part of the glove which is necessary for protection. The left-hand glove has no India-rubber on the thumb, while there is none on the back of the right-hand glove; this is because those parts are seldom exposed to the chance of being hit by the ball while batting. Wicket-keeping gauntlets are absolutely necessary, as no one's hands could go through a match with safety if he tried to do his work properly without them.

## PADS OR LEG GUARDS.

Some sort of guard for the legs was, as may be supposed, early thought of. It is recorded that they were first invented by Robinson, an old Surrey player, who designed two boards placed anglewise to defend the shin. When the ball happened to hit these boards it made an awful racket, but the



great objection was that the leg byes off this contrivance went away with almost the force of a hit behind the wicket; this was deemed unfair, and the wooden guard was ultimately abandoned. Robinson is said to have also introduced the use of spikes. The guards of the present day are too well known to require description; I may, however, caution my young readers against the use of bad fastenings. Elastic straps, with instantaneous catches, soon stretch and become useless, while strings or tapes are a great bother, and when one breaks the others are insufficient to hold the pad on the leg with comfort to the wearer. The best kind of fastening is straps with buckles, the holes being pierced very close together. These will keep the pad as tight as desired, and there is little fear of their giving way.

Amongst other things in use are the catapulta, nets, measuring chain, crease frame, tents, telegraph, etc., but these are expensive, and only to be provided by an old club or one which takes the lead in the place where it is established.

#### FORMATION OF A CLUB.

I would recommend all young players to join a club that is already existing, if they possibly can. They will derive benefit from the experience of the older members, and will be saved a vast amount of inconvenience and trouble in organising a club for

themselves. Sometimes, however, it happens that there is no club near enough to join ; it therefore becomes necessary to start one. In this case the first object will of course be to obtain the names of the intending members. This being done the election of officers follows, and upon this will the welfare of the club in a great measure depend. The President and Treasurer are generally gentlemen of influence, who lend the advantage of their names to the undertaking, but it is different with the rest of the officers. First and foremost, then, elect a good Captain. This is a *sine qua non*, for unless he possess the ability of making his position respected and his orders to be obeyed unquestioningly he will never drill his team properly. The Secretary should be of thorough business habits, and ever ready to exert himself on behalf of the club. It is not by any means necessary that he should be a good player, or even one of the first eleven, but he should be a most enthusiastic cricketer, devotedly attached to the game ; and if with plenty of spare time, in which to look after the interests of the club, so much the better. The Committee, five in number besides the officers—who are *ex officio* members—should be chosen if possible from among the best players ; their duties, however, are not of great importance after the rules of the club are determined upon. The various officers being chosen, the next thing is to procure the necessary bats, balls, etc. Every player should

have a bat of his own, if not gloves and leg-guards, but in addition the club should provide at least two bats, one pair of wicket-keeping gauntlets, two pairs of batting gloves, two pairs of leg-guards, and one set of stumps, for each eleven members. Half-a-dozen balls bought at once will be obtained at a great reduction in price, and they will keep for any length of time until wanted. A book of 'scoring sheets' should also be obtained. The best way to get these things is to send the order to one of the regular cricketing warehouses, stating the outside price to which the club will go. The reputation of the firm being dependent upon their executing the order well is the best guarantee that this will be done, and the club members will be spared the annoyance of using bad materials, as might be the case were they to rely upon their own judgment in selecting them.

#### SCORING.

This is a point of great importance in the game, and it is somewhat astonishing that there are so few who understand thoroughly how it is accomplished. We are told that in early times the players were accustomed to place a friend near the ground, who cut a notch in a stick for every run that was made—a primitive mode of scoring certainly. In the present day, however, not only is every run scored, as well as byes, etc., but the



## INNINGS.

[illegible]

**TOTAL 2<sup>ND</sup> INNINGS**

7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>
DETAILS OF BOWLING.			

### DETAILS OF BOWLING

number of balls delivered by each bowler, the number of wides and no balls bowled by each, and also the maiden overs given and the number of wickets taken by, with the number of runs obtained from, each bowler, are all entered upon the score sheet. In addition the number of runs obtained at the fall of each wicket is put down, so that by means of the sheet the progress of the game can be readily ascertained, and a thorough comparison made as to the success or otherwise of each bowler. It is evident from this brief enumeration of his work that the scorer is almost as indispensable as the umpire, and, like that official, he should be perfectly up to his duties, as the slightest mistake will destroy the value of the analysis that is made on the conclusion of the match. This being the case I append a specimen of a 'scoring sheet,' and directions for marking it during the progress of a game. [See Scoring Sheet].

'Play' being called, the names of the two first batsmen are entered on the sheet, and those of the bowlers in the details of the bowling below. Each ball delivered without a run being scored from it is marked in one of the square divisions with a dot. Runs being made, the number is placed in its proper order instead of the dot. Each bowler's name is in turn entered, and each over is marked as just directed, the batsmen's names being added as they go in. When a wide or a no ball is delivered, the number scored for it is marked in its position

beneath the batsmen's names, as well as under its own heading in the details. A wicket being taken by the bowler a 'w' is put in place of the dot. It must be observed that all catches, hit wickets, and stumps out are credited to the bowler as wickets taken, as his bowling is assumed to have been the cause of the chance being given ; but runs out and touching the ball, in which he had no influence, are not so credited. If the batsman be bowled or hits his wicket the word 'bowled' or 'hit wicket' must be written against his name under the head of 'how out,' and that of the 'bowler' under the heading ; on a catch or stump being made the letter 'c' or 'st' comes under 'how out,' with the name of the fielder concerned, and the bowler's name must also be inserted as before ; but no name is appended in the case of a run out or touching the ball, or when the batsman retires. 'Not out' is written against the player's name who is left in at the close of the innings. The runs made, in addition to being scored in the details, are placed opposite the batsman's name, under the heading of 'runs', and when he is out they are added together and the sum carried out to the 'totals.' At the fall of each wicket the number of runs, byes, etc., made up to that time is ascertained, and entered in its position just above the details. When the innings is completed the details and the total scores against the batsmen's names are compared, and if properly marked will agree. Then comes

the condensing of the details. The number of overs delivered by each bowler shows the number of balls he has bowled; the runs marked against his name denote the number that have been obtained from his bowling; four dots or 'ws' in an over show it to have been a 'maiden,' marked by a cross extending from each point; and the number of 'ws' shows how many wickets he has taken, while the wides and no balls are also ascertained. These particulars are entered at the bottom of the sheet, and enable one to readily compare the performances of the various bowlers. But if it be desired to send the score to a newspaper for publication, this 'scoring sheet' must not be forwarded. The particulars must be re-written, in the following style:—

## BRAZIL v. PERNAMBUCO.

On Wednesday, January 10, 1866, a match between the above clubs was played at Rio de Janeiro, resulting in favour of the former in one innings, with sixteen runs to spare. [Any further remarks may be inserted here.] The score was as follows:—

<i>First Innings.</i>	PERNAMBUCO.	<i>Second Innings.</i>
Fiore, run out . . . . .	4	b Brillom . . . . . 1
Astrobe, b Pinto . . . . .	3	st Willano, b Pinto . . . . . 0
Nunest, c Lelle, b Pinto . . . . .	0	not out . . . . . 11
Obdera, st Willano, b Brillom . . . . .	1	c Willano, b Pinto . . . . . 5
Umon, b Pinto . . . . .	1	b Pinto . . . . . 0
Quigella, b Brillom . . . . .	2	c Lelle, b Pinto . . . . . 2
Hrima, b Pinto . . . . .	3	b Brillom . . . . . 0
Konst, c Lelle, b Brillom . . . . .	5	run out . . . . . 0
Von Due, b Brillom . . . . .	0	b Pinto . . . . . 0
Galmayo, b Brillom . . . . .	0	absent . . . . .
Yatal, not out . . . . .	0	b Pinto . . . . . 1
b 1, 1 b 2 . . . . .	3	b 1, 1 b 1, w 1 . . . . . 3
	22	23



BRAZIL.—*First Innings.*

Castro, b Nunest . . . . .	12
Despeche, c Umon, b Konst . . . . .	0
Willano, h w, b Umon . . . . .	15
Monstrey, c Nunest, b Umon . . . . .	3
Pinto, b Nunest . . . . .	3
Lelle, not out . . . . .	15
Renost, b Umon . . . . .	0
Brillom, b Umon . . . . .	2
Zeech, run out . . . . .	4
Trante, c Von Due, b Nunest . . . . .	0
Esparto, b Umon . . . . .	3
b 2, w 1, n b 1 . . . . .	4
	<hr/> 61

## ANALYSIS OF THE BOWLING.

PERNAMBUCO.—First Innings—Pinto : 32 balls, 9 runs, 3 maidens, 4 wickets ; Brillom : 28 balls, 10 runs, 3 maidens, 5 wickets. Second Innings—Brillom : 26 balls, 14 runs, 2 maidens, 2 wickets. Pinto : 24 balls, 6 runs, 1 wide, 2 maidens, 6 wickets.

BRAZIL.—First Innings—Nunest : 60 balls, 22 runs, 1 wide, 3 maidens, 3 wickets ; Konst : 16 balls, 14 runs, 1 maiden, 1 wicket ; Umon : 41 balls, 21 runs, 1 no ball, 2 maidens, 5 wickets.

It will be observed that this is a very different 'score' to the former. The details of the run-getting are omitted, only the totals being given, and the byes, wides, etc., are placed in one line, and the amount carried out. The secretary must be careful, in all the cases in which the bowler is credited with the taking of a wicket, to add the bowler's name. When a player is absent, this word must be written against his name, and the space in the totals op-

posite must be left blank. The names of the batsmen are omitted in the second innings, their scores, etc., being placed opposite their names in the first innings, whatever the order of going in the second time may have been. Only the summarised analysis is given. These instructions, it is hoped, will enable even one who is merely theoretically acquainted with the game to score correctly, and also prevent annoyance to newspaper editors by scores being improperly sent to them, and to players by the necessary rejection of the account of the match.

## CHAPTER IV.

### THE LAWS OF CRICKET.

THE following are the Rules by which the game is regulated. They were revised by the Marylebone Club in 1865, and are accepted as binding by players, not only in this country, but in all places where Cricket is played.

I.—The BALL must weigh not less than five ounces and a half, nor more than five ounces and three quarters. It must measure not less than nine inches, nor more than nine inches and one quarter in circumference. At the beginning of each innings either party may call for a new ball.

Almost up to the beginning of the present century the balls were made so badly that they would not last out a match—the stitches generally giving way. As before mentioned, no one now-a-days would think of such a thing as calling for a new ball at the commencement of each innings.

II.—The BAT must not exceed four and one quarter inches in the widest part; it must not be more than thirty-eight inches in length.

*By this rule the length of the blade of the bat*

is unlimited except as to the thirty-eight inches. It is found in practice, however, that if the blade is longer than usually made the bat would be too unwieldy for effective use.

III.—The STUMPS must be three in number, twenty-seven inches out of the ground; the bails eight inches in length; the stumps of equal and of sufficient thickness to prevent the ball from passing through.

IV.—The BOWLING CREASE must be in a line with the stumps; six feet eight inches in length; the stumps in the centre; with a return crease at each end towards the bowler, at right angles.

There will therefore be three feet of the bowling crease on each side of the stumps, the eight inches being taken up by the latter. This limitation, which is marked by the return crease, is necessary to prevent the bowler going away wide of the wicket in the act of delivery, which would be unfair to the striker by depriving him, owing to the different angle, of the advantage of 'guard.' If the bowler should go beyond the return crease the umpire should at once call 'no ball.'

V.—The POPPING CREASE must be four feet from the wicket, and parallel to it; unlimited in length, but not shorter than the bowling crease.

This crease marks the ground of the batsman in front of the wickets. It is unlimited in length because the batsman, to avoid a collision

or meeting the ball, may find it necessary to run 'round his ground,' and it would be unfair to give him 'run out' for doing so. This prevents the confusion that might occur were the batsman confined to any narrow space.

VI.—The WICKETS must be pitched opposite to each other by the umpires, at the distance of twenty-two yards.

It was formerly the custom for the bowlers to pitch the wickets, but this duty was afterwards transferred to the umpires, as being more fair to both sides.

VII.—It shall not be lawful for either party during a match, without the consent of the other, to alter the ground by rolling, watering, covering, mowing, or beating, except at the commencement of each innings, when the ground shall be swept or rolled, unless the side next going in object to it. This rule is not meant to prevent the striker from beating the ground with his bat near to the spot where he stands during the innings, or to prevent the bowler from filling up holes with sawdust, etc., when the ground is wet.

See note at the end of the laws of double wicket.

VIII.—After rain the wickets may be changed with the consent of both parties.

IX.—The BOWLER shall deliver the ball with one foot on the ground behind the bowling crease, and within the return crease, and shall bowl four balls before he change wickets, which he shall be *permitted to do only once in the same innings.*

'Shall deliver the ball with one foot on the ground behind the bowling crease.' The ball is generally delivered with the bowler's left foot in advance of the bowling crease, the right foot being behind it. There is a very prevalent idea that sometimes the latter foot is off the ground in the action of delivery, and it does occasionally look as if such was the case. It is, however, a mistaken supposition, for it is utterly impossible to 'bowl' the ball with the foot up, as can be easily ascertained by experiment. 'Shall bowl four balls.' This is the usual number allowed to the 'over,' but in one day's matches it is customary to allow five, or even six, balls, avoiding the necessity of the field crossing over so frequently, and thereby saving time. 'Only once in the same innings.' Otherwise the finest bowler might change ends every over, and bowl continuously. It is on record that a match was won by taking advantage even of the limited permission accorded by the rules. When the last man was in, the good bowler changed ends, thus bowling two consecutive overs, and with the last ball of the second over he took the wicket.

x.—The ball must be bowled; if thrown or jerked the umpire shall call 'no ball.'

This rule used to read:—'The ball must be bowled. If it be thrown or jerked, or if the hand be above the shoulder in delivery, the

umpire must call "no ball." Notwithstanding this, bowlers were generally allowed to raise the hand above the shoulder, although much dissatisfaction prevailed. On the 24th of May, 1858, Dean, as umpire, no balled Mr. C. D. Marsham three times in one over. This effort to enforce the strict letter of the law gave rise to great controversy, and on the 15th of April, 1863, a meeting of the Marylebone Club was held to consider the question, and if possible come to such a decision upon it as would reconcile the differing parties. But this attempt failed, and it was not until 1865 that the Club, at another meeting, determined to expunge that portion of the rule referring to the raising of the arm. 'If thrown or jerked.' It is difficult to define a 'throw' upon paper—so difficult, indeed, that I prefer not attempting to do so, and more especially as there are few cases in which throwing cannot be easily detected. The chief point of difference between it and bowling is that in the former there is a more sudden arrest of the arm just previous to the ball leaving the hand than in the latter. 'Jerking' consists in arresting the arm against the side of the body.

XI.—The bowler may require the striker at the wicket from which he is bowling to stand on that side of it which he may direct.

This refers to the discretion allowed to the

bowler to deliver the ball either over or round the wicket. There is nothing in the rule, it will be observed, prohibiting the bowler from changing his side every ball, and without giving the striker notice of his intention, but it would be considered very ungentlemanly to do so. Any one guilty of such a thing would have a great advantage, as by bowling one ball from one extremity of the crease (the striker taking guard accordingly), and then delivering the next from the other extremity, he would obtain such an angle that the striker would probably be unable to determine whether the ball was on the wicket or not.

XII.—If the bowler shall toss the ball over the striker's head, or bowl it so wide that in the opinion of the umpire it shall not be fairly within the reach of the batsman, he shall adjudge one run to the party receiving the innings, without an appeal, which shall be put down to the score of wide balls: such ball shall not be reckoned as one of the four balls; but if the batsman shall by any means bring himself within reach of the ball, the run shall not be scored.

Many players are of opinion that there should be a mark to determine whether a ball is wide or not. The reply given to this is, that were such a mark fixed a tall man would either be able to reach and score off balls outside it, or a short man would be unable to touch those



just inside. But the supporters of this argument forget that by the present rule the same ball which would be within the reach of a tall man would be wide to a short one—absolutely putting a premium upon a short reach. If the mark were adopted a rule might be passed that whenever the batsman brought himself within the reach of a wide ball, and struck it, 'no hit' should be called, and neither the 'wide' allowed to be scored nor a run made, although the striker should still be liable to be caught or run out. (A somewhat analogous rule, No. 3, is established in single wicket.) This would not be unfair to the batsman, for he need not attempt to hit the 'wide,' and it would obviate an anomaly which at present exists in the game, namely, that a bowler opposed to a short batsman has balls called wide which are literally nearer the wicket than those another bowler is delivering to a tall man, and which are therefore not wide. It would also do away with the dissatisfaction almost unavoidably felt by the bowler when a 'near wide'—to use a rather peculiar term—is delivered, and would relieve the umpires from one of the most difficult and unsatisfactory of their responsible duties.

XIII.—If the bowler deliver a 'no ball' or a 'wide ball' the striker shall be allowed as many runs as he can get, and he shall not be put out except by

running out. In the event of no run being obtained by any other means, then one run shall be added to the score of 'no balls' or 'wide balls,' as the case may be. All runs obtained for 'wide balls' to be scored to 'wide balls.' The names of the bowlers who bowl 'wide balls' or 'no balls' in future to be placed on the score, to show the parties by whom either score is made. If the ball shall first touch any part of the striker's dress or person (except his hands) the umpire shall call 'leg bye.'

'As many runs as he can get.' The striker may hit a 'no ball' and obtain runs from it, or he may run byes from it; 'wides' may also be run out as byes. It would be useless to run the byes, however, unless there was a chance of making two, because without running one would be scored, and the wicket not endangered. But one match I can recollect which, possibly, was won by running out a wide as one bye. The last man was in. It was the beginning of the over, and the striker—a very young player—was nervous; the first ball was a wide, making a tie; the non-striker ran for the bye, got himself at the wicket to receive the bowling, and scored one off the third ball, winning the match by one wicket: it was possible that if the wide had not been run the young player would have been bowled, and the game have been undecided. A somewhat nice point might have arisen had

either batsman been run out in attempting the bye. The wicket being lost, it would seem on the face of it that the run could not be reckoned, in which case the side that proved victorious would have lost by one run. But the rule says that if no run be otherwise made then one must be added to the score of wides. Therefore by the letter of the laws it would have been a tie match. It must be borne in mind that to run a bye from a wide or no ball does not add two to the score, one for the wide or no ball and one for the bye. When, however, two or more byes are made from one of these balls the score is put down to 'wides' or 'no balls,' not to 'byes.' If the striker hit a 'no ball' the runs made are added to his own score, and the one for the 'no ball' is not reckoned.

XIV.—At the beginning of each innings the umpire shall call 'play'; from that time to the end of each innings no trial ball shall be allowed to any bowler.

The latter part of this rule is seldom adhered to, as when a fresh bowler is put on it is usual to allow him to bowl a few balls, but not at the wickets—a few yards on one side—for the purpose of obtaining his proper swing.

XV.—The STRIKER is OUT if either of the bails be struck off, or if a stump be bowled out of the ground.

XVI.—Or if the ball, from a stroke of the bat or hand, but not the wrist, be held before it touches the ground, although it be hugged to the body of the catcher.

If the ball be caught close to the ground, with the hands lying upon the latter, it is out, the ball not having touched. If the ball be struck upon the tent, and is caught while falling, it should be not out, the tent being, for the time being, a permanent structure, and therefore to be considered part of the ground.

XVII.—Or if in striking, or at any other time while the ball shall be in play, both his feet shall be over the popping crease, and his wicket be put down, except his bat be grounded within it.

Some players contend that, the ground of the batsman being measured from crease to crease, he is outside if his foot or bat be *on* the crease, not *within* it. This, however, appears to me to be stretching a point with a vengeance. The width of the crease mark is naturally, I consider, a portion of the striker's ground; and, again, the rule distinctly says 'if both his feet shall be *over* the popping crease,' plainly meaning beyond it.

XVIII.—Or if, in striking at the ball, he hit down his wicket.

XIX.—Or if, under pretence of running or otherwise, either of the strikers prevent a ball from being caught, the striker of the ball is out.

‘Otherwise’ here, of course, means purposely, not accidentally, by calling out, etc., baulking the fielder in his attempt to catch the ball.

XX.—Or if the ball be struck, and he wilfully strike it again.

This obviously means to strike it again for the purpose of obtaining runs. It is not intended to stop the striker from preventing the ball returning or glancing into the wickets after he has once played it. We are told of a man who, in making a run, hit the ball away as it was passing him, to keep it from going to the wicket-keeper, and was given out for doing so. There is no mention of such a case in the rules, and therefore, notwithstanding his manifestly unfair action, the batsman was illegally ‘out.’

XXI.—Or if, in running, the wicket be struck down by a throw, or by the hand or arm (with ball in hand), before his bat (in hand) or some part of his person be grounded over the popping crease. But if both the bails be off, a stump must be struck out of the ground.

Umpires should be very particular in noticing that the ball is in the same hand that is employed in striking down the wicket. If the batsman himself be in his ground, even though he may have dropped his bat during the run and did not stay to pick it up, he is not out. But it would be scarcely fair for him, after

once dropping his bat, to run and score more than the run on which he was engaged at the time of the loss of the bat. Otherwise, being unimpeded, he would, to a certain extent, deprive the field of a chance of running him out by his ability to run so much faster.

XXII.—Or if any part of the striker's dress knock down the wicket.

XXIII.—Or if the striker touch or take up the ball while in play, unless at the request of the opposite party.

XXIV.—Or if with any part of his person he stop the ball, which in the opinion of the umpire at the bowler's wicket shall have been pitched in a straight line from it to the striker's wicket, and would have hit it.

This rule, since the introduction of round-arm bowling, has been, perhaps, the subject of more controversy than even Rule X, and many proposals have been made for its alteration. The Marylebone Club, on the 15th of April, 1863, adopted the following:—"Or if the ball hit any part of his person which in the opinion of the umpire at the bowler's wicket shall have been placed in a straight line from it to the striker's wicket." It was subsequently ascertained that the meeting of the club upon this occasion was an informal one, consequently the old rule stands. The point in discussion is whether a round-arm bowler delivering the

ball outside the wicket can pitch a ball within the line from wicket to wicket that would hit the stumps. Of course a 'break-back' ball would do so, but few bowlers can ensure that particular sort, the tendency of balls bowled outside the wickets being to get to the off side after pitching. It is said to be demonstrable that one of these balls, not being a break-back and not being overpitched, cannot, if pitched straight, hit the stumps; the batsman, therefore, cannot be out leg before wicket with them. However, until the law is altered, umpires must take it as it is, and make the best of it, using their own judgment as to whether the two conditions named are fulfilled or not.

XXV.—If the players have crossed each other he that runs for the wicket which is put down is out.

XXVI.—A ball being caught no runs shall be reckoned.

XXVII.—A striker being run out, that run which he and his partner were attempting shall not be reckoned.

By a 'striker' here is meant either of the batsmen, not the one alone who struck at the ball when it was bowled.

XXVIII.—If a lost ball be called, the striker shall be allowed six runs; but if more than six shall have been run before 'lost ball' shall have been called, then the striker shall have all which *have been run*.

XXIX.—After the ball shall have been finally settled in the wicket-keeper's or bowler's hand it shall be considered dead ; but when the bowler is about to deliver the ball, if the striker at his wicket go outside the popping crease before such actual delivery, the said bowler may put him out, unless (with reference to the 21st Law) his bat in hand, or some part of his person, be within the popping crease.

'Shall have been finally settled.' It is the province of the umpire, in case of an appeal to him, to exercise his judgment as to whether the ball was finally settled. The manner of the wicket-keeper or bowler will direct him upon this point. After being 'dead' the ball is not again in play until the bowler commences his next delivery.

XXX.—The striker shall not retire from his wicket, and return to it to complete his innings after another has been in, without the consent of the opposite party.

In case of temporary disablement by injury, etc., it is courteous and usual to grant this consent.

XXXI.—No substitute shall in any case be allowed to stand out or run between wickets for another person without the consent of the opposite party ; and in case any person shall be allowed to run for another, the striker shall be out if either he or his substitute be off the ground in manner mentioned in Laws 17 and 21 while the ball is in play.



The remark appended to the last rule applies equally to this. 'The striker shall be out'—meaning again the batsman. Some explanation of this clause is necessary. Of course, when the batsman for whom a substitute is allowed has to play at the ball he is subject to the full action of the rule; when, however, he should be at the bowler's end of the wicket his substitute takes his place, he himself remaining near the striker's wicket, and is not subject to be run out for doing so. But should he, after the ball is bowled, venture beyond the striker's popping crease, he again brings himself into play, and either he or his substitute is liable to be put out. In case the ball is hit, and the injured man, forgetting his substitute, run—the latter not doing so—the run, although it be made, must not be reckoned.

XXXII.—In all cases where a substitute shall be allowed, the consent of the opposite party shall also be obtained as to the person to act as substitute, and the place in the field which he shall take.

This is only fair, because the person chosen might otherwise be so much better than his principal as to affect the result of the game materially.

XXXIII.—If any fieldsman stop the ball with his hat the ball shall be considered dead, and the opposite party shall add five runs to their score; if any be run they shall have five in all.

The five runs are to be put down to the striker, to byes, or to leg byes, as the case may be.

XXXIV.—The ball having been hit the striker may guard his wicket with his bat, or with any part of his body except his hands, that the 23rd law may not be infringed.

XXXV.—The WICKET-KEEPER shall not take the ball for the purpose of stumping until it has passed the wicket; he shall not move until the ball be out of the bowler's hand; he shall not by any noise incommode the striker; and if any part of his person be over or before the wicket, although the ball hit it, the striker shall not be out.

This law is frequently broken, owing to the non-attention of umpires to the necessity of enforcing it. Its great object, of course, is to ensure that the wicket-keeper do not guide the ball on to the wicket before it passes it.

XXXVI.—The UMPIRES are the sole judges of fair or unfair play; and all disputes shall be determined by them, each at his own wicket; but in case of a catch, which the umpire at the wicket bowled from cannot see sufficiently to decide upon, he may apply to the other umpire, whose opinion shall be conclusive.

The decisions of the umpires, whether right or wrong, should never be questioned.

XXXVII.—The umpires in all matches shall pitch fair wickets; and the parties shall toss up for choice of innings. The umpires shall change wickets after each party has had one innings.

XXXVIII.—They shall allow two minutes for each striker to come in, and ten minutes between each innings. When the umpire shall call 'play' the party refusing to play shall lose the match.

'Two minutes' and 'ten minutes' at the utmost.

This law may be set aside by arrangement between the sides.

XXXIX.—They are not to order a striker out unless appealed to by the adversaries.

XL.—But if one of the bowler's feet be not on the ground behind the bowling crease, and within the return crease, when he shall deliver the ball, the umpire at his wicket, unasked, must call 'no ball.'

XLI.—If either of the strikers run a short run, the umpire must call 'one short.'

Although both runs are short, yet only one is deducted, as the batsman goes more than the distance between the wickets.

XLII.—No umpire shall be allowed to bet.

XLIII.—No umpire is to be changed during a match without the consent of both parties, except in case of violation of the 42nd law; then either party may dismiss the transgressor.

XLIV.—After the delivery of four balls the umpire must call 'over', but not until the ball shall be finally settled in the wicket-keeper's or bowler's hand; the ball shall then be considered dead: nevertheless, if an idea be entertained that either of the strikers is out, a question may be put

previously to, but not after, the delivery of the next ball.

XLV.—The umpire must take especial care to call 'no ball' instantly upon delivery; 'wide ball' as soon as it shall pass the striker.

XLVI.—The players who go in second shall follow their innings if they have obtained eighty runs less than their antagonists, except in all matches limited to only one day's play, when the number shall be limited to sixty instead of eighty.

XLVII.—When one of the strikers shall have been put out, the use of the bat shall not be allowed to any person until the next striker shall come in.

NOTE.—The Committee of the Marylebone Club think it desirable that, previously to the commencement of a match, one of each side should be declared the manager of it: and, that the new laws with respect to substitutes may be carried out in a spirit of fairness and mutual concession, it is their wish that such substitutes be allowed in all reasonable cases, and that the umpire should enquire if it is done with the consent of the manager of the opposite side.

Complaints having been made that it is the practice of some players when at the wicket to make holes in the ground for a footing, the Committee are of opinion that the umpires should be empowered to prevent it.

The rule in practice at Lord's, in the decision of one-day matches, is "That a match, in the absence of express stipulation to the contrary, must be played out, or given up, before one side can claim the victory, agreeably to Law I with respect to bets. It must therefore be decided between the two sides whether they intend to stand by the first innings or not, before the commencement of the game; if they do not decide, and the match is not played out, it is of course drawn."

#### THE LAWS OF SINGLE WICKET.

I.—When there shall be less than five players on a side, bounds shall be placed twenty-two yards each, in a line from the off and leg stumps.

II.—The ball must be hit before the bounds to entitle a striker to run, which run cannot be obtained unless he touch the bowling stump or crease in a line with his bat or some part of his person, or go beyond them, returning to the popping crease as at double wicket, according to the 21st law.

III.—When the striker shall hit the ball, one of his feet must be on the ground and behind the popping crease, otherwise the umpire shall call 'no hit.'

IV.—When there shall be less than five players on a side neither byes nor overthrows shall be allowed, nor shall the striker be caught out behind the wicket, nor stumped out.

V.—The fieldsman must return the ball so that it shall cross the play between the wicket and the bowling stump, or between the bowling stump and the bounds: the striker may run till the ball be so returned.

VI.—After the striker shall have made one run, if he start again he must touch the bowling stump and turn before the ball cross the play to entitle him to another.

VII.—The striker shall be entitled to three runs for lost ball, and the same number for ball stopped with hat, with reference to the 28th and 33rd laws of double wicket.

VIII.—When there shall be more than four players on a side there shall be no bounds. All hits, byes, and overthrows shall then be allowed.

IX.—The bowler is subject to the same laws as at double wicket.

X.—Not more than one minute shall be allowed between each ball.

#### BETS.

I.—No bet upon any match is payable unless it is played out or given up.

II.—If the runs of one player be betted against those of another, the bet depends on the first innings unless otherwise specified.

III.—If the bet be made on both innings, and

one party beat the other in one innings, the runs of the first innings shall determine it.

IV.—If the other party go in a second time, then the bet must be determined by the number on the score.

This last rule is rather ambiguous, but this is of no consequence, as fortunately in the present day there is little betting upon Cricket.

## CHAPTER V.

### HINTS ON FIELDING.

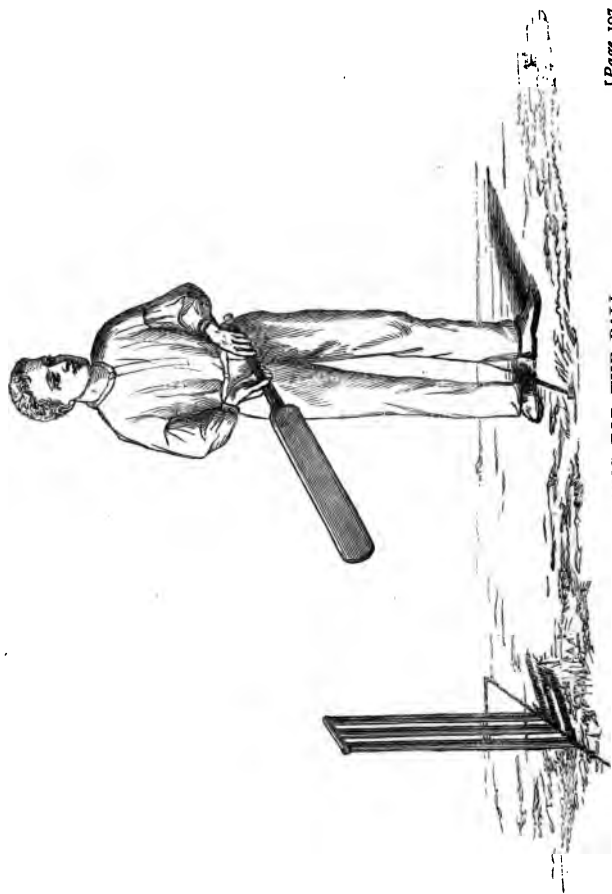
THE great importance of good fielding is universally recognised by all players, theoretically, but unfortunately little pains is taken by the majority of amateurs thoroughly to qualify themselves in this department of the game. Bowling and—more especially—batting possess such great fascinations for the cricketer that he generally neglects the more plodding fielding. Day after day amateurs may be seen practising at the wicket hour upon hour at a time, varying their occupation merely by a few occasional overs delivered to a friend; and fielding is left to take care of itself—the supposition being, in all probability, that it is so very easy. But almost every match in which amateurs take part shows that this supposition is an entirely erroneous one. Compare the fielding of players with that of gentlemen in matches—see the easy, calm manner in which the former do their work, the ball seeming always to be hit towards one or other of them, and then watch the fussiness of the latter, the violent exertions they are compelled to make to save the runs, and the frequency of the



mistakes committed. It is almost impossible to over-estimate the ill effects of bad fielding. Independent of the absolute loss entailed—which of course is palpable to be seen, and may be easily reckoned—there is the inimical influence upon the rest of the field and (most important of all) upon the bowler. Suppose only one man out of an eleven has not practised as much as he ought to have done, and consequently is not up in his fielding. The game commences, and for a time proceeds well, until this man muffs a ball, either missing an easy catch or giving three or four runs to the batsman. The rest of the players are naturally somewhat annoyed. This, however, to some extent wears off shortly. But before long a similar mistake is made, and reproduces the former annoyance, with increased intensity ; and when other and other balls are missed the bowler and field become at least mildly exasperated, all precision is lost, the erring one is rebuked—probably at some sacrifice of good temper—and the result is that the batsmen do as they please with the bowling, the score mounts up higher and higher, and the necessary elation on the one side and depression on the other exercise a yet further influence on the game. On the other hand, consider the good effects of fine fielding. Each one in the field is encouraged, and the bowlers, feeling that their efforts will be well seconded, redouble their exertions, get into their regular swing, and, bowling at their very best, the

difficulty of even good batsmen making a score is abundantly manifested. And this vast difference results from one man having neglected to practise as he ought to have done. Another consideration of some weight is the beautiful appearance of a fine field working well together. A hard hit is made, and all suppose at least a four will be run. But no. There is the man ready. Scarcely does the ball leave the bat than it appears to be back again to the wicket-keeper; and woe betide the rash batsman who attempts even a single, for without doubt the stumps would be rattling down long before he could reach his ground. This it is that frightens the strikers down to steady play, exercising such a deterrent influence upon them that very possibly they become flurried and fall victims to the next good ball. See that man at long leg. The ball is hit towards him, but ere it has gone ten yards he is in motion, rushing forward to meet it and towards the side to which it will come: and the curl does not beat him, for he has allowed for it; the ball apparently goes straight to his hand, and with a quick step forward—all done in the action of meeting the ball—he sends it in to the wicket with a low, arrowy flight that takes it at once where it is wanted. Just such a sight as this may frequently be witnessed when professional elevens are in the field, and these sights it is that the old experienced player enjoys.

The first point to be considered is taking up



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FIG. 2.—WAITING FOR THE BALL.

round to the rear of the handle, taking a firm grasp of it, while the extremities of the fingers and thumb of the right hand will form a fulcrum, as it were, on which the bat will be moved. Keep the left elbow well up. At the same time most fine players rise to their full height, making the most of it, and assume a commanding attitude, looking over the left shoulder at the bowler. This is the only position in which ease, quickness, and safety can be thoroughly united, and it is one also which is the height of elegance. See Fig. 2.

#### FORWARD AND BACK PLAY.

From this position it is easy to play either forward or back. To do the former the left foot is advanced in front of its original position, taking care not to get it before the wicket, and the body falls forward as it advances, the right foot being kept stationary. The arms must be fully extended, and the bat advanced as far as possible, allowing for the handle to be a little in front of the blade—this will prevent catches. Both hands will still be at the rear of the handle of the bat; the left elbow must be kept well up, and the left toe pointing straight towards the bowler. The motion of going forward must be easy, without disturbing the balance of the body, and the young player must sedulously practise it, until he plays forward with the bat in a perfectly straight line, not having described a

portion of a circle, as with many who consider themselves good players. See Fig. 3.

In back play the right foot is moved somewhat nearer to the wicket, the body being balanced on the toe of the left foot, so as to prevent bending the right knee. At the same moment the bat is allowed to descend to a position perpendicular to the ground with a quick motion, and, the face being still turned to the bowler, the batsman is ready to stop the ball whether it rise or shoot. See Fig. 4. The value of a knowledge of back and forward play—in fact, its absolute necessity—will be apparent directly.

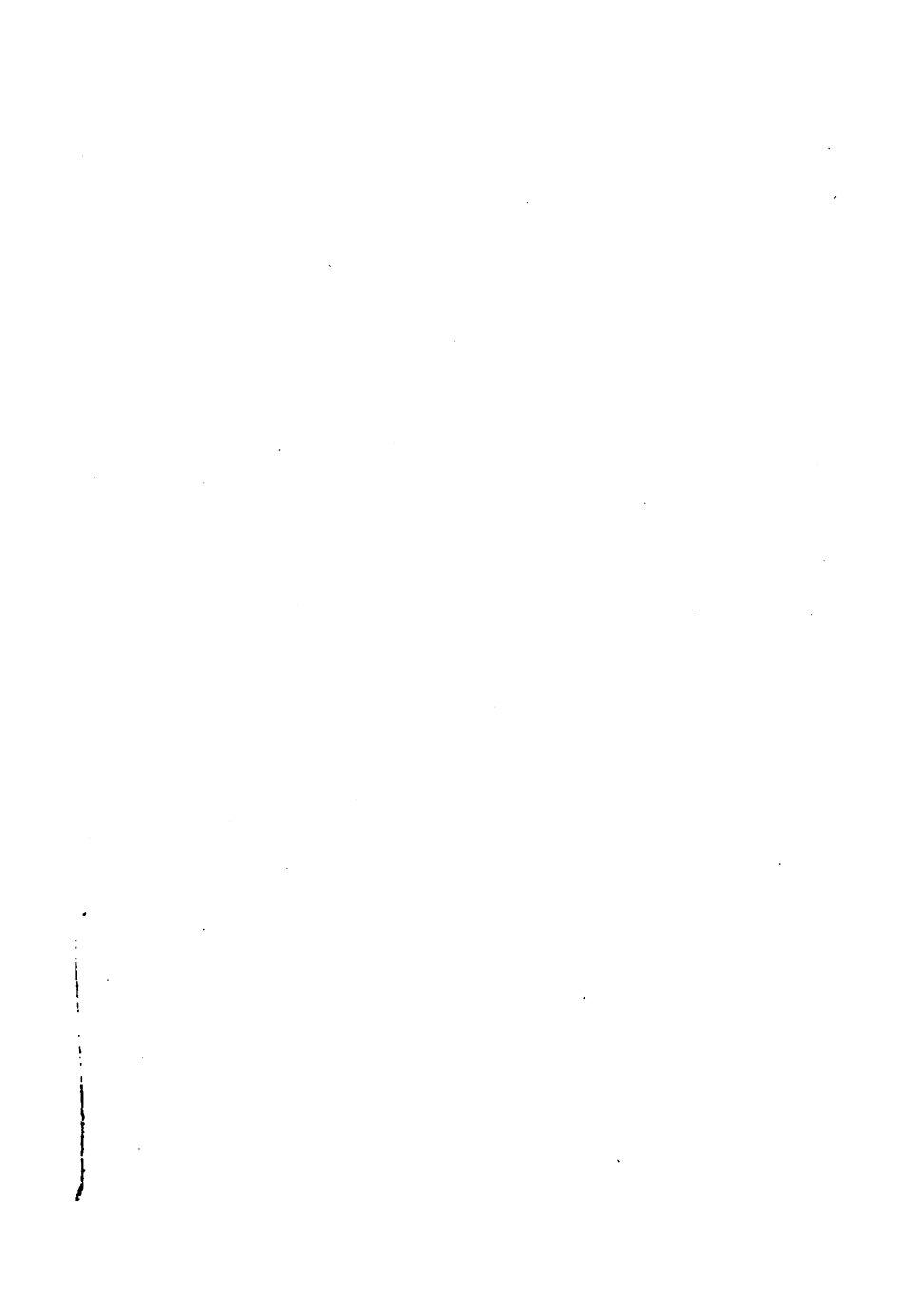
#### VARIETIES OF BALLS.

All balls that can be delivered may be naturally divided into straight and not straight, but I will for the present defer consideration of the latter, and confine myself to those which would, if not stopped, take the wicket. These again are subdivided into lengths and not lengths, and these latter comprise the grounder, the long hop, the half volley, the tice, and the full toss, in addition to the shooter. Each of these requires a different style of play. But first I will explain what is a length ball. It is evident that when a man plays forward as far as he can—that is, as far as he can with proper action—his bat will stop every ball pitched beyond a certain distance. But a ball

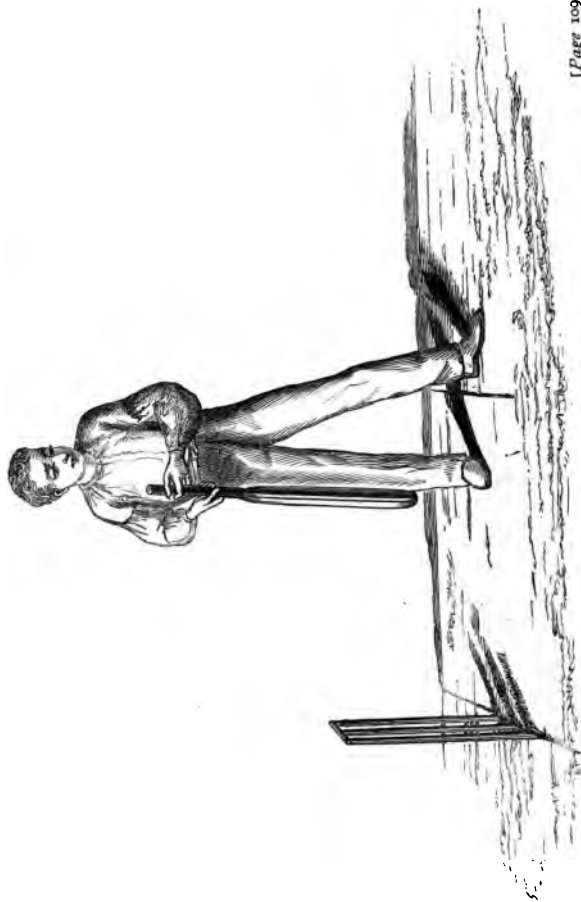


FIG. 3.—FORWARD PLAY.









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FIG. 4.—BACK PLAY.

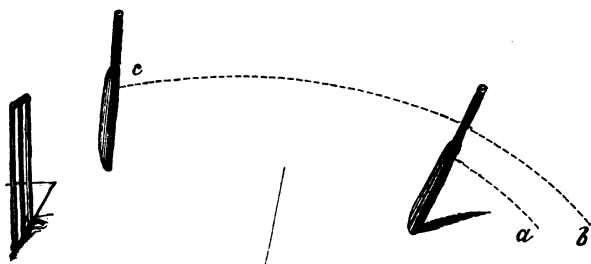
pitching at that certain distance will, if he play forward, just rise above the shoulder of the bat and take the wicket. That is a length ball, and should be played back, but it is the difficulty of deciding this point in time which makes it such a dangerous ball. Having, then, ascertained what a length is, we can find out the not lengths. And first we have the *long hop*. This is not pitched so far as the length, and consequently gives the batsman a long time to ascertain its course after grounding, making it very easy to play. Then comes the *half volley*, which, being pitched nearer the batsman than the length, enables him to smother it by the forward block or to make a forward drive. This latter is perhaps the finest hit of all, but it must be carefully made, or a catch may be the result—it will be described hereafter. The *tice* succeeds; it is a ball that would pitch near the popping crease, and some players recommend that the batsman should step in and make a full toss of it. But this, though proper enough for a skilled batsman to do, is quite unsuitable for a young player to adopt, as it not only gets him out of correct form for the next ball, but violates the golden rule for a learner, never to shift the right foot except to cut or to play back. The safest method of dealing with a tice is to block it, and if done hard you may get a run. The *full toss* is a ball pitched right up to the wicket, never touching the ground in front of it. The ordinary way of hitting it, either by a cut or an on drive, is

bad play, as it takes the bat out of the perpendicular circle with regard to the ground it should always be in with a straight ball. But it is hard to hit a toss with a straight bat. Then let the beginner content himself with blocking it. When he has learnt all the other hits he may try experiments with these full tosses, but until then they are much better left alone. The *grounders* are so called from touching the ground more than once before they reach the wicket. They are very deceptive, and frequently take a wicket from their very badness. With each pitch you may have a varying twist, and at last the ball may come in a good length; consequently all these should be treated with the utmost care, and, more especially, must be played by sight of the ball itself right up to the bat. *Shooters* are the best balls that can be bowled—that is, the most effective against the batsmen—but they depend almost entirely upon the nature of the ground, and not upon the will or efforts of the bowler. They are balls which do not rise from the pitch, but shoot along the ground quickly, and often get past the bat. The principal things for defence against them are quick decision and standing in the proper position. If you can cover the pitch in your forward reach go forward and smother the ball at once; if not you must watch the ball from the pitch and expect it to shoot—if it does so your bat is in the proper position to be down upon it immediately, while if

it rises you will be in plenty of time. Shooters must invariably be treated as very dangerous, and all idea of hitting them should be given up.

## LENGTH BALLS.

Having considered the not length balls we now come to the lengths, those which, next to the shooters, are the most dangerous, and which, as I said in the last paragraph, should be played back. To make this more intelligible to the reader I append an illustrative diagram :—



Here we will suppose *a* to be the furthest point at which if the ball pitches the batsman can stop it by his forward reach. Then it necessarily follows that a ball pitching at *b* will, if it rise in the same proportion as the first, go over the bat. Therefore the striker must play back, and intercept it at *c*, with the necessity of guarding against a shooter. Now, the question is how to decide in time whether to play forward or back to these length balls.

This requires practice. Learn the extent of your reach, and fix it in your mind so that you can calculate it on the ground before you to an inch. Then, making a mark at the spot, get a friend to bowl to you, and endeavour to judge before the ball pitches how you must play, back or forward. The bowler will be able to tell you if the ball grounded over the mark or short of it—if the former you should have played forward, if the latter back. By practising in this way you will soon learn a habit of correct backward or forward play, and the proper position will be assumed unconsciously as soon as the ball is delivered.

#### HITTING.

There is a great art in hitting properly, and in few things is the advantage of skill over mere force shown more than in this. A weak man may hit much further than can one infinitely his superior in strength, and how is it? The reason lies in the fact that hard hitting does not depend on the strength of a man, but on the absolute amount of it which he exerts properly. Hence the weak man, knowing better how to apply his strength, is the harder hitter of the two. I have already, in the definitions of terms, explained what is meant by the 'drive' of a bat. Now, it is self-evident that the faster this drive moves in the whirl of a hit the harder will be the hit; therefore the more

freely the arms move from the shoulder, without any counteracting movements of the body or limbs, the better the hit. But the motion of the arm at the elbow, and of the hand at the wrist, act with a multiplying force upon the speed of the bat, giving increased power. To prove this take up a bat, and, holding it in the position of Fig. 2, endeavour to hit by the mere action of the wrists, keeping the arms as still as possible. You will at once perceive the force of 'wrist play.' And this wrist play should be applied to every hit. But there is another point of great importance to be observed—the timing of the hit, meaning meeting the ball with the bat at the moment of the greatest velocity of the latter, when the former will be driven away almost parallel to the ground, ensuring safety from a catch, and also from the roll of the ball being stopped by the ground, as it is after a high hit. The young player must endeavour earnestly to avoid making a skying hit, however safe it may be, for it seldom if ever goes as far as a skimming hit, and it teaches a bad habit. Besides, with the low hit the ball can be much more easily placed where there is no fielder. To ensure this hit only needs attention in the first place, and when the habit is formed it will not soon be lost, even with almost total cessation from play.

Having attained to a correct discrimination of lengths, and also to the power of hitting correctly, the beginner must now take into consideration the

various hits that are made, both from straight balls and those off the wickets. First of these comes

#### THE FORWARD DRIVE.

This hit is made from a half volley straight on the wickets. The left foot is slightly advanced, and the ball, taken just as it rises from the pitch, is driven along the ground instead of into the air over the bowler's head ; the left shoulder must be well kept over the ball to prevent it rising into the air. The secret of the hit is correct timing, and not allowing the bottom of the bat to get too forward, under the ball, which would evidently give a catch. The whole strength of the player must be put into the hit.

#### THE OFF HIT

Is made from a ball that would take the two off stumps and is slightly over pitched. The striker should play forward at it steadily, and drive it past mid wicket and long field off, but he must be cautious not to spoon the ball into the air by getting too far forward in the hit.

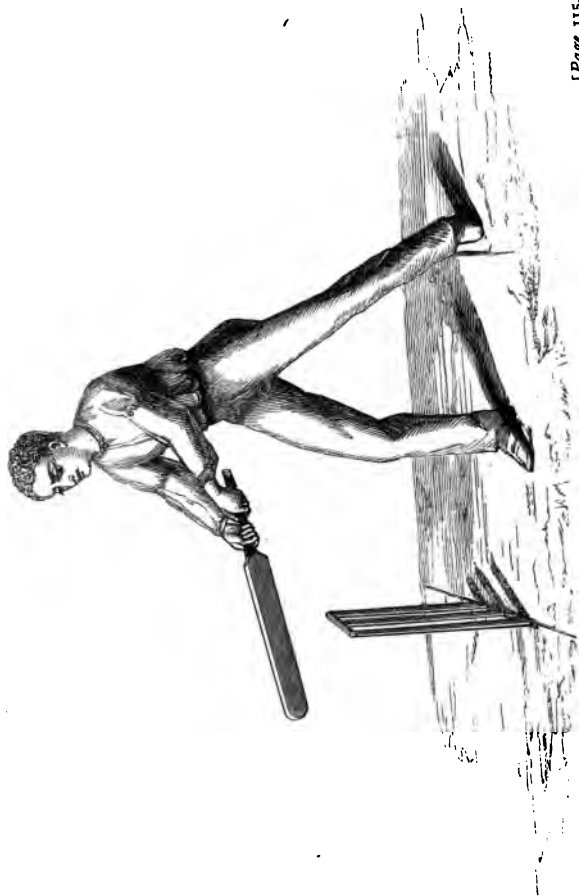
#### COVER HIT.

An over pitched ball wide of the off stump is met by this hit very effectively. Play forward, as



FIG. 5.—FORWARD CUT.





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FIG. 6.—THE CUT.

in the forward drive, at the pitch of the ball, not consciously turning the face of the bat, but keeping it full in front of the ball, between it and the wickets ; hit hard, with left shoulder well over, and the ball will be driven well away.

#### FORWARD CUT.

In this cut, as opposed to the cut proper, the left leg crosses over to the off side of the wickets, instead of the right. It is made from balls about two feet wide of the off stump which do not rise sufficiently for the 'cut.' Fig. 5 shows the attitude. The left leg is crossed over, and if the ball rise low it is driven away to the off, or if it rise high it is cut. In this position a hit may be made whether the ball be short pitched or over pitched, and whether it rise high or low, so that it is one of the most useful that can be learnt. The difference between the forward cut and the cover hit is that in the latter a straight bat is carried to meet the ball, whereas in the former the cutting position is frequently adopted.

#### THE CUT.

This is considered a most delightful hit, and the ball seems to bound off the bat with enlivening speed and energy. The drawing (Fig. 6) shows the proper position for making it, and its peculiarity.

It will be observed that the right leg is shifted in this hit instead of the left as in all others, and the bat is lifted over the shoulder so as to be brought down horizontally, not upright as in straight play. This being the case a cutter must necessarily, in attempting his favourite hit, leave his wicket unguarded, and a break-back is likely to take it. On this account many fine players of the present day seldom if ever make use of the true cut, but shift over the left leg and play upright. By the latter means they are enabled to score off nearly every ball that is wide of the stumps, whereas, with the cut, only short pitched, high rising balls can be played. To make this hit you must turn the body so as to front the ball as you hit it, and you must drop the bat down on the ball with a kind of tap which will keep it out of slip's hands.

#### THE DRAW.

When a ball is pitched short, and is straight for the leg stump, the bat should be brought straight down to meet it, and without being turned at all. The line of the bat and that of the ball meeting together will act in sending the ball between leg and long stop—this is the draw. The wrists should not be kept idle, but should be used to add liveliness to the contact of bat and ball.



FIG. 7.—SQUARE LEG HIT.







FIG. 8.—LONG LEG HIT.

## LEG HITTING.

Leg hits are divided into two kinds, square leg and long leg hits, the difference being that the latter go behind the wicket and the former square with it. The rule is, the sooner the ball is hit the more square it will go. With an over pitched leg ball step forward with the left foot, and hit straight upon the ball, endeavouring to keep it from rising into the air. The hit must be made as if you were hitting to long field on, and the ball will go to square leg from the angle of the lines of bat and ball. If you cannot reach to the pitch you must use a horizontal bat, or, rather, with the bat pointing towards the pitch, and take the ball as it rises. See Fig. 7.

The long leg hit is made by drawing back the left leg, turning half way round on the right toes, and hitting at the ball as it passes, as explained by the position (Fig. 8). If you turn on the right heel the foot is apt to get beyond the popping crease, and you cannot preserve the balance so well as by turning on the toes.

As a general rule, however, leg hitting is dangerous, as it is difficult to keep the ball well down. And it also takes you out of the straight play which is necessary for defence, so that you seldom find a thoroughly good leg hitter noted for long staying at the wickets. There is a hit which has some relation to the first one described above as



sending the ball to square leg. When the ball is over pitched in a line with the leg stump, hit hard forward, and it will go to long field on: this is a hit seldom made, though exceedingly useful, as the draw is not at all times convenient to be made. In hitting at leg balls you should be particularly careful not to draw the right foot out of your ground, as you are very likely to be stumped through missing the ball, which in all probability you will do from having moved your right foot, taking you off your balance.

There are other hits which are made, but those described above are the only ones necessary to be learnt by the beginner. When they are known well it will be time enough to enter into the niceties of batting, and the young amateur will then be able to appreciate and copy the style and action of first-rate players.

#### GENERAL OBSERVATIONS ON BATTING.

One point as regards batting that ought to be observed is never to practise too much at one time. If you do so you become fatigued, and to a certainty will contract vicious habits in play. An hour a day is as much as it should be indulged in—more than this, except of course in a match, is positively injurious. When you go to the wickets do not be in a hurry to score, for until the eye gets accustomed to the ball there is great danger of *missing*. Treat the first few overs carefully, study

the pace and direction of the bowling, notice how the ball twists, endeavour to find out the tactics of the bowler, and afterwards, as you warm to your work, you will be able to take advantage of every opportunity presented to you. Be very particular not to lose sight of the ball after it is delivered ; watch it carefully the whole of the way up to the bat, and take care that a sudden twist or break-back does not beat you and get past. The habit of playing at the ball by guess instead of by sight is one of the most pernicious you can get hold of, and is the cause of more short innings than perhaps anything else. Therefore devote the whole of your attention to keeping the ball in your eye, and endeavour to catch sight of it after it pitches as soon as possible, for that is where the mistake is made, if made at all. Never make up your mind how you will play a ball until it is bowled, and then do so as soon as you can ; if you expect one kind of ball, and receive another, the consequences may be fatal to your innings—therefore avoid thinking beforehand that you would like to make a certain hit, or depend upon it the hankering after it in your mind will lead you into trouble. Keep your right foot fixed—you will prevent yourself being stumped out and will preserve the balance so necessary for correct and hard hitting (of course it must be shifted in the cut and for playing back). Keep the left elbow well up, and just as you are going to hit grasp the handle of the bat tightly

with both hands : a tight grasp is essential if you desire a crisp hit. Stand as closely in front of the wicket as you can without getting before it, and don't shrink away as the ball approaches. The slightest shrinking away draws the bat out of its upright position, and leaves the wicket to a certain extent exposed and unprotected. The shrinking is caused by doubt as to where the ball is coming : practice will remedy this, and enable you to play with a steady composure such as marks the batting of the professionals. Above all, don't experiment when batting. If you try to make different hits off similar balls you will be unable to obtain the habit of playing every ball in the one way in which it ought to be played, your precision will be gone, and with it safety. Endeavour to play always in the same style. As I have said before, the habit is soon formed of playing similar balls in the same way, and once formed it is invaluable. This may seem a matter of trifling importance, but it is the essence of good batting ; and the fact of their having formed the habit I speak of is one reason—and a principal one—why the professionals generally excel the amateurs, and retain their skill for such a lengthened period. Some men adopt what they call a blocking game, never hitting at a ball unless it is decidedly wide of the wicket, and pride themselves upon the long stand they make ; but this is not playing cricket, it is simply poking about the block-hole. The player should aspire to something

better than this; he should adopt a free, bold style, and in time it will become safe also. In reaching forward you must be careful that the bat moves in a straight line towards where the ball will pitch; and if you cannot reach to cover the pitch without overbalancing yourself, drawing your right foot out of ground, going forward with a flourish, or planting the bat so that a catch may rise from it, then play back. Also avoid playing across. Do not let the ball hit the bat, but use wrist play, and make the bat always meet the ball with sufficient force to send it at least twenty or thirty yards; there should never be a dead block. Practise all the hits you know, and evince no partiality for any in particular. Endeavour to be able to 'hit all round,' that is, in every direction, so that wherever the ball pitches there it will be met and driven away. This is the perfection of batting, and is most discouraging to the bowlers and the field. But—and this deserves particular attention—never step in to hit; leave this to the finest players, for they alone can do it with safety.

The batsmen should be anxious to steal a run on the least chance, as this greatly harasses the opponents, and it requires very clean fielding indeed to prevent two determined runners from scoring. The one at the bowler's wicket should always follow up the ball when it is bowled: he must not leave his ground until it is delivered, or the bowler, perceiving his intention, may bring round the ball

instead of letting it go, and run him out. He ought to follow it up four or five yards, and go for the slightest miss. The striker should judge whether a run can be made for a hit in front of his wicket, and the non-striker for one behind and for byes and leg byes. The words 'run' and 'stop' should be used in calling to each other, as others may lead to mistakes—'go' sounds like 'no,' etc.—and the one called should always obey. Never run past the wicket, unless to save a run out, when you cannot stop yourself; put the bottom of the bat over the crease and turn immediately, ready for another run if it may be made; run for the least slobbering; run while the fielder is threatening to throw instead of doing it, if he should be so foolish; run if he must pick up the ball awkwardly for the return; try to beat a long throw; always run for a long catch, as it may be missed, and if not no harm is done. Look out for overthrows, and also for the chance that when hit the ball may get past the fielder; but beware of the cunning one, who pretends to miff the ball but is ready with the return the moment you go. All these things must be attended to, but with all of them it is not necessary to run yourself out of wind, so that you play at the next ball trembling all over, and perhaps lose your wicket. Take care you do not run 'one short,' and also take care to pass each other to the right, the left arms being nearest, while the right hands carry the bats; you will thus avoid the *danger of an accidental blow.*

## CHAPTER VIII.

### MANAGEMENT OF A MATCH.

A MATCH against another club having been arranged, the first thing necessary, if the captain is not at liberty or is unable to play, is to choose a captain for the eleven, and he must have if possible a thorough knowledge of the game. Then comes the selection of the bowlers, who are absolutely indispensable, for an eleven of fine batsmen, if without good bowling, would be beaten out of the field by an eleven moderately up in batting but with first rate bowling and fielding. There should be at least four good bowlers in the eleven, so that a change may be put on when necessary, and it is politic to have both fast and slow if it can be arranged. The wicket-keeper (who should be the captain) and long stop being selected—for these positions are of great importance in saving runs and byes—the remainder of the eleven should be chosen more for their fielding than for their batting, although in the case of any decidedly superior bat he may be put in, and where there is an equality in fielding ability in batting should guide in the selection. When the men are thus settled their

respective positions in the field must be allotted to them, and every opportunity taken to practise them in these positions, and together. This will ensure that working together in the match itself which is so invaluable, and which has so often decided the result of a closely contested game.

The eventful day having arrived, the captains toss up for choice of innings. If it is a one day's match, and you win the toss, go in first, for then you make sure of an innings; should it, however, be a two days' match, it may be better policy to put in the opponents, as frequently the ground improves and plays better after the commencement. Take especial care before beginning that there is a distinct understanding and agreement as to the time when the stumps shall be drawn, whether the match shall be decided or not by the first innings should there not be time to play it out, etc., as by doing so much after disagreement is prevented, and the game is conducted in a well understood, pleasant, and gentlemanly way. If you have to go in first, send to the wickets to commence two steady batsmen who are likely to make a stand, for nothing is more discouraging or begetful of nervousness than men rapidly coming out; it creates a sort of undefined dread in the minds of those that have to follow, and they are more than half out even before they go to the wickets. The edge having been taken off the bowling, send in as soon as possible a hard hitter; he will discourage

the bowlers and the field, and your score will in all probability be rapidly augmented. Avoid if possible having two purely defensive players in at the same time after the beginning of the innings, as the bowlers will take liberties with them; also avoid putting a bad runner between wickets in with a good runner; and endeavour to suit your batsmen to the bowling: send in a hard hitter against slows, and *vice versa*. If you have lost the toss and have to make up so many runs, keep one or two of the better bats till the end of the innings, as this will encourage the weak players by the thought that the result is not entirely dependent upon them, as it otherwise would be: it is marvellous what a difference this will make in a man's play if he is at all of a nervous temperament, and with how much greater confidence he will take his place at the wickets.

Should it be your fortune to have to take the field, see that you begin with two bowlers of different pace and style: nothing is more trying to batsmen than having to alter their timing each over; and besides, many a player is invulnerable against fast bowling but cannot look at slows, or he may be very good at the latter and utterly unable to manage the former. If the ground is soft it will be found that slow bowling will answer best, with the field on the alert for near catches; if hard, then fast bowling, with the field deep behind the wicket, will pay well. Don't keep on the same



bowling too long ; it may be very good and few runs be obtained, but the object is to get the batsmen out, and for this purpose a change is advisable. It introduces a different style altogether, and the batsmen have, as it were, to begin their innings afresh, with the additional disadvantage of having got into a certain style, which they have at once to discard and adopt another, perhaps just the reverse—and this, as is well known in other things than cricket, is not the easiest of things to accomplish. The change will also rest the original bowlers, and enable them, if necessary, to recommence with renewed vigour and effect. If you see that a man cannot hit freely it is useless to try fast bowling against him, for he will keep up his wicket and make byes and runs from touches with the bat ; with slows, however, there is no fear that he will hit them away, and in all probability a catch will soon result. The captain should be continually on the alert, and see that his men are the same, but he should not needlessly upbraid a man because he has missed an easy catch ; we are all liable to occasional mistakes, and without much doubt the fielder himself is more annoyed at the misfortune than anyone else. The men must be kept well at it, and should never be allowed to stand where they are of no use. I have before spoken of the necessity of a fielder using his own judgment as to the position in which he will stand, but it is the duty of the captain to watch that his judgment is

correct, and, if not, to set him right. This should be done pleasantly, giving not the slightest cause or excuse for any loss of equanimity. It is also the duty of the captain to see that there shall be no 'chaffing' or joking in the field, for it cannot be too strongly reprobated. It imperceptibly affects the whole of the players, leading to carelessness and mistakes. Every effort should therefore be made to put it down on its first appearance. No talking should be allowed while the ball is in play or just before the bowler is about to deliver it. All conversation ought to be carried on between the overs. There is one more point to which I may allude. I am writing for boys principally, but they will in time grow up, and they should then remember that nothing is more out of taste and disrespectful than to smoke while playing. Whatever opinion may be entertained as to the habit itself, there can be no question about its gross impropriety while engaged in a game, independently of the annoyance it may give to others.

#### THE UMPIRE.

As a matter of course it is imperatively necessary that the umpire should know the rules perfectly; he ought to learn them by heart, and study them and all the possible circumstances that may arise under which his decision will be required. He should possess a good knowledge of the game, and

should give his decisions promptly, but not without reflection, particularly if there should be the slightest doubt in his mind on the point in dispute. The umpire at the bowler's wicket should take up his position a short distance behind the stumps, but not so as to interrupt the bowler. He should watch carefully the feet of the bowler to see that he does not deliver a no ball, and take care to call it immediately upon delivery, and also to call a wide as soon as it passes the striker. He should observe whether the ball is bowled, not thrown or jerked, and also whether the striker gets leg before wicket, and should also call out 'leg bye' when one is made. The umpire at the striking end should stand about eight or ten yards on the leg side, square with the wickets, but he ought not to interfere with the fielder in any way. He must watch the batsman to see whether he goes out of his ground or hits down his wicket, and also see that the wicket-keeper does not get in front of the wicket with any part of his person, violating Law 35. The umpires should be very attentive to the game, and especially as to calling 'over' as soon as the requisite number of balls have been bowled. The best way of reckoning the balls is to have four, or five, or six coins, or anything else that is sufficiently tangible to be easily detected by the touch alone, and to shift one into another pocket after each ball is delivered, or, holding them in the hand, drop one into the pocket for each ball

bowled. This is at once a simple and effective plan. The batsmen, when making a run, must be looked after, as occasionally, without being at all intended, a short run is made in the excitement of the moment; when this is the case, the umpire must call 'one short,' or, if two have been made, then 'two short,' as soon as the ball is finally settled in the bowler's or wicket-keeper's hand. It also frequently happens that catches are made respecting which there may be a doubt, and therefore the umpires must have their attention closely directed to this point as well. It must, however, be borne in mind that the umpires have no right to order a striker out; in this matter they are powerless until appealed to by one of the opposite side for their opinion. From the above brief recapitulation of their duties it will be evident that the umpires have no sinecure; their post is by no means an enviable one, and is sometimes rendered less so by grumblings against their decisions. For this and other reasons I would caution all clubs, when about to play a match, to obtain the services of a gentleman well up in all parts of the game, and who will act with the strictest impartiality—although no fault can be found on the latter point in general. But the common practice of being unprovided with an umpire, and getting one of the eleven to stand when not engaged in the game at the time, is greatly to be reprobated, for it is hard to be convinced entirely that he will not—unconsciously

it may be—give his own side the benefit of any doubt that may exist.

#### CONCLUSION.

Having now approached the end of my task, I must in few words take leave of my readers. I have purposely abstained from entering upon the question of the benefits of Cricket, as it would have taken too wide a range, but I may observe that it is one of the most health-giving games known. To be a good player a man must be temperate and sober; he must avoid all excess of any kind, even of study, which is sometimes worst of all; and he ought to practise early rising. Care should be taken never to eat heartily during a game, and I may instance the example of one of our most distinguished amateurs, who is said at dinner to content himself with a simple piece of bread and a slice off a joint, and never to indulge in more than one glass of sherry, well diluted with cold water. Another important point is the preservation of good temper, not only for your own sake, but for that of the rest of the players. Do not twit a man when he is out first ball or muffs an easy catch. The same thing may happen to yourself, and if it does don't pretend to make excuses. It is certain that there is one proper way in which everything can be done, and if that way is adopted *it will* be done; a failure, therefore, necessarily

implies a fault of some kind. Don't attempt to explain it, but, finding out where the fault lay, guard against it in future. The intention of this book being simply to teach the principles of the game, it would be somewhat out of place were I to speak of the many singular occurrences that have taken place in Cricket—of the tie matches, the marvellous feats in stumping, bowling, etc., that have been accomplished. The readers of the sporting press will find them fully set forth as they happen. For the same reason I refrain from noticing the accidents that have occurred. These latter are so rare that no fear need be entertained by anyone of meeting with one of moment. But if a bruise should be sustained, remember that the best remedy is to rub it with sweet oil, or, if that cannot be readily obtained, a little fresh butter will do almost as well. In conclusion let me say, "A time for everything, and everything at its proper time"—never let Cricket usurp the time that should be devoted to more important matters.

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